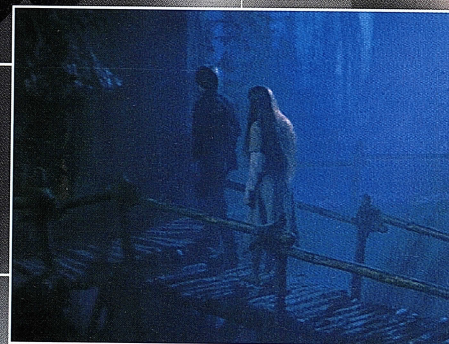
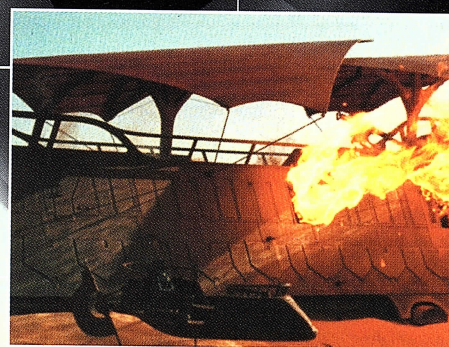


# THE OFFICIAL STAR WARS FACT FILE 50

INSIDE:  
IMPERIAL PILOTS



THE FOREST MOON OF ENDOR'S  
EWOK VILLAGE



DETAILED FOLD-OUT PLANS  
JABBA'S SAIL BARGE



50



## BATTLES & EVENTS

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### JABBA THE HUTT'S SAIL BARGE

**JAB 1-2**

The Tatooine crime lord's personal pleasure craft, the *Khetanna*.

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## BLASTING ITS WAY INTO ISSUE 51...

### BOONTA EVE CLASSIC PODRACE

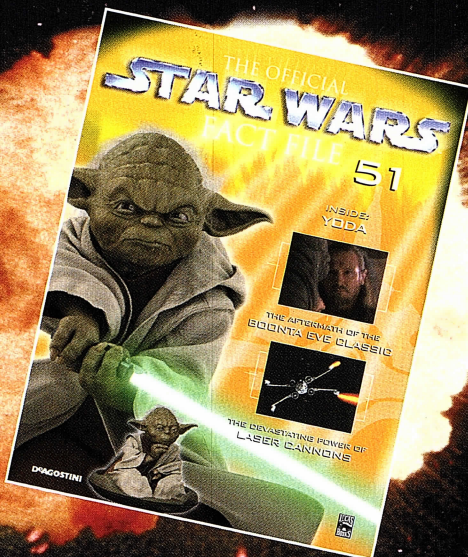
How, after the race, Qui-Gon Jinn dealt with Watto and obtained Anakin's freedom.

### YODA

How the Jedi reluctantly took charge of the clone army to defeat Count Dooku.

### MOS EISLEY CANTINA CHARACTERS

The evil pair who came to regret picking a fight with Luke Skywalker.



### HOOTH - WAMPA ICE CAVE

Inside the gruesome lair of the terrible, carnivorous wampas of Hoth.

### 4/NG

Grappa the Hutt's very own service droid.

### LASER CANNONS

How this powerful and accurate weapon has become key to many vehicles' defences.

### GASGANO'S PODRACER

The vehicle that Gasgano piloted to take second place in the Boonta Eve Classic.



'SIGNING THIS TREATY WILL BRING YOU PROFITS  
BEYOND YOUR WILDEST IMAGINATION'

23 BBY DRO1



# COLLISION COURSE

UNDER THE GUISE OF BUSINESS AND POLITICS, DARTH SIDIOUS  
BEGAN TO USE HIS INFLUENCE TO FURTHER INCREASE THE POWER  
OF THE FORCES OF UNBRIDLED CAPITALISM

**T**HE process of creating the opponents of the Republic began many years before the Clone Wars. The immense bureaucracy required to govern the Republic had become bogged down in seemingly endless debates. Many of the representatives of the peoples, worlds and systems in the galaxy were already self-serving and corrupt long before Darth Sidious subtly began to manipulate matters to his own ends. However, it was not enough for the Sith Master that the Republic simply collapse under its own weight. The infrastructures of the galaxy had to be weakened sufficiently so that there would be no challengers when a new order was ready to rise.

Lord Sidious saw his opportunity in the increasing power and influence of the various alliances, guilds and confederacies that shaped the wealth

**< SUBTLE POWER:**

It was the deft manipulations of Darth Sidious that set the creation of the droid army in motion. By pitting the interests of the main capitalist organizations against those of the Republic itself, he set the stage for a war.





and prosperity of the galaxy. The Trade Federation controlled much of the galaxy's shipping. The Commerce Guild controlled the acquisition and use of the majority of raw materials. The Corporate Alliance represented the most powerful commercial firms, while the Techno Union represented the corporations whose technological innovations continued to open the galaxy up to new opportunities. Finally, the InterGalactic Banking Clan loaned credits to finance the operations of those in the Guild, Alliance and Union.

### WEALTHY ALLIANCE

The Trade Federation, Guild, Alliance, Union and Clan members glimpsed great commercial opportunities from their new alliance. While they

plotted, Darth Sidious ensured that the Senate threw up more and more barriers to limit and control those in the pursuit of profit.

Beyond the comfort of the Core Worlds, the four principal capitalist organizations swiftly became indispensable to simple survival for many systems, particularly in the Outer Rim territories. The monopoly was often criminal, but was also unbreakable. There was nothing out there to replace the existing organizations.

### LONG-TERM PLANS

In the Senate rotunda, Supreme Chancellors came and went, promising an end to corruption and to the stranglehold of the capitalist alliances. At the same time, remarkably effective

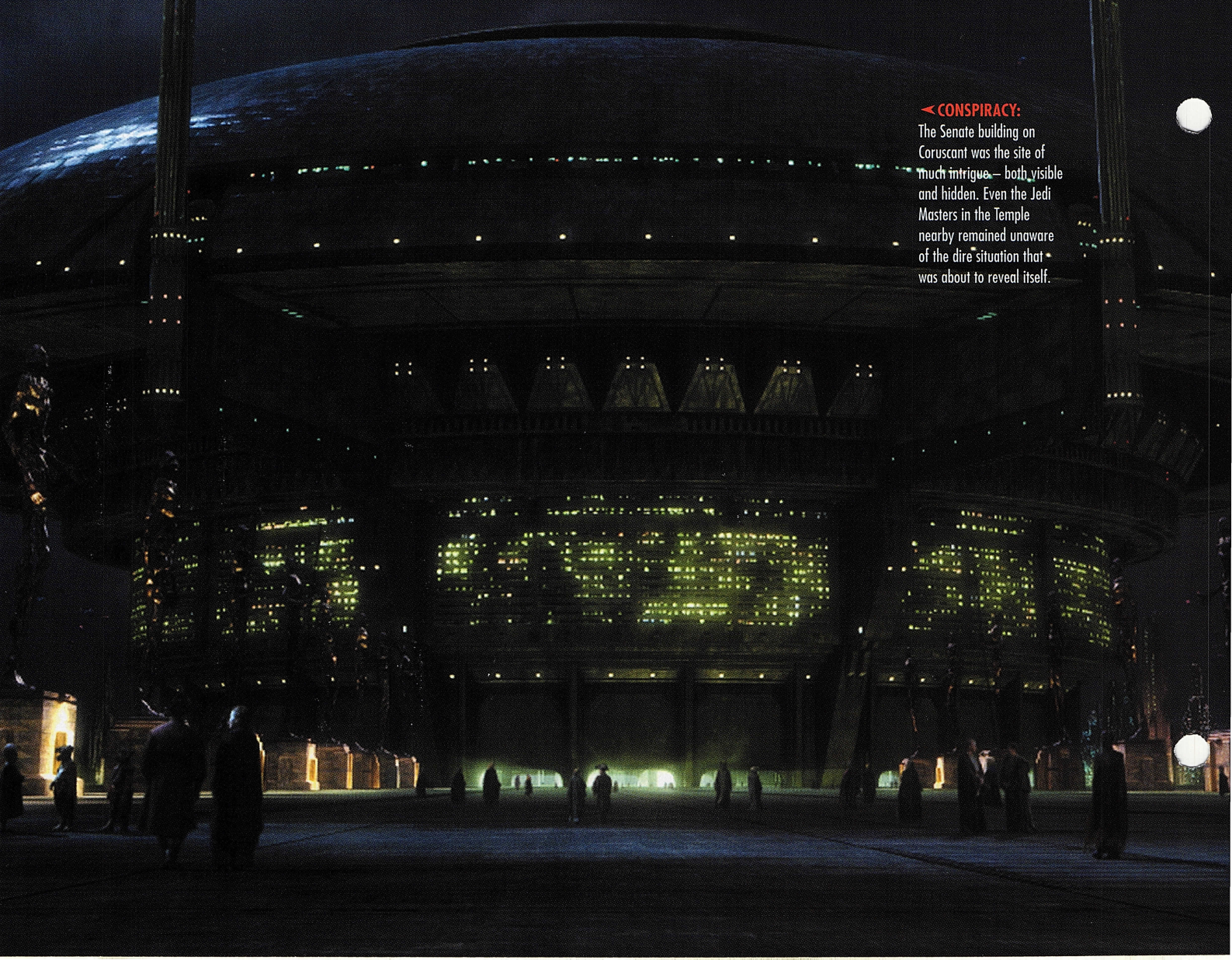
pirate attacks led to those same alliances being given permission to arm themselves for their own protection. This was, of course, all part of the Dark Lord's far-sighted plan.

When profit margins dictated, the army of choice was inevitably mechanized. The need for military might led to the major organizations turning to droid forces to defend their right to oppress others in the pursuit of financial gain. The creation of their droid armies brought the Trade Federation, Guild, Alliance, Union and Clan closer together, as they faced the common foes of bandit assaults, Republic interference and military expenditure.

Darth Sidious watched and guided all of these events, readying himself for the next stage of his plan.

### < CONSPIRACY:

The Senate building on Coruscant was the site of much intrigue—both visible and hidden. Even the Jedi Masters in the Temple nearby remained unaware of the dire situation that was about to reveal itself.





THE TECHNO UNIONS ARE AT YOUR DISPOSAL, COUNT'

23 BBY DRO3



# BIRTH OF THE CONFEDERACY

TO BRING ABOUT A CONFLICT WITH WHICH

TO SHATTER THE REPUBLIC, DARTH SIDIOUS

NEEDED TO CREATE TWO OPPOSING CAMPS

IT was vital to Sidious's plans that the major players of galactic commerce opposed the Republic and the Jedi in the coming war. All aspects of the existing political and social structures of the galaxy needed to be both discredited and decimated.

The avaricious Trade Federation, the scheming Commerce Guild, the wide-reaching Corporate Alliance, the devious InterGalactic Banking Clan and the heavily armed Techno Union were already finding a degree of common ground, but forging them into a powerful allied force would require something more than just the grumbling discontent familiar to all.

## ON THE RISE

The Trade Federation was the first to be directly and significantly affected by Darth Sidious's plans. The assassinations at the conference on Eriadu allowed the Neimoidian faction, controlled by Sidious, to rise to prominence. The dark side's influence in the Senate allowed the Trade Federation to begin arming itself, and skilful manipulation of the Naboo conflict and its repercussions left the Trade Federation with more than a few grumbles.

Though members of the Neimoidian faction under Nute Gunray believed themselves betrayed by a Sith Master they no longer had dealings with, they were still pawns in the Dark Lord's game. Only now a new agent, a new and more subtle Sith apprentice was guiding them down the path Sidious had planned for them – Count Dooku, leader of the separatist movement.

### ▲ OUR FRIENDS IN THE TRADE FEDERATION HAVE PLEDGED THEIR SUPPORT:

After the humiliation at Naboo, the Trade Federation felt it had been betrayed by Darth Sidious and turned away from him. Under the leadership of Nute Gunray, the organization fell in with Count Dooku, leader of the newly founded separatist movement. What Gunray had failed to realize, however, was that Dooku was himself in the employ of Darth Sidious.



DRO4 23 BBY

**Y NOW IS THE TIME, MY FRIENDS:** With the promise of unregulated trade and immense profits, Count Dooku soon managed to bring the main players in galactic capitalism together. Driven by greed, each organization agreed to join forces to create the largest army the galaxy had ever seen.

### JEDI TRAITOR

Count Dooku, the new apprentice to Darth Sidious, had been a busy man since leaving the Jedi Order shortly after the Naboo conflict. He had followed his Master's instructions, and now a clone army was being grown on Kamino. This done, Dooku and Sidious set about creating a separatist movement within the Republic.

While Darth Sidious continued to manipulate the Senate, miring it yet more in the fetid swamps of corruption and stifling bureaucracy, Dooku began working on the Trade Federation, the Commerce Guild and the other three future members of the planned confederacy.

Shu Mai, President of the Commerce Guild, became a willing participant in Dooku's schemes, artfully plotting to exploit the dispute on Ansion and other such potential flashpoints to further the aims of the separatists. The InterGalactic Banking Clan, shown the potential profits to be had from supporting the separatists, acted exactly as predicted – they chose to back both sides in the coming war.

Passel Argente, Magistrate of the Corporate Alliance, was a long-time ally in the Senate, making his co-operation a done deal. The Techno Union was convinced of the benefits of confederacy membership when the Senate began increasingly to limit the output of many of the weapons manufacturers who were signatories to the Union.

The Trade Federation came to the bargaining table eager to be part of the separatist movement, but it came with a condition – the death of Senator Padmé Amidala, the perceived architect of the Trade Federation's humiliation on Naboo. Dooku agreed to the terms and planned the assassination of the young Senator.

The members of the Confederacy who arrived in Geonosis to sign the treaty brought with them droid armies that had come into existence thanks to Darth Sidious. Both sides of the war were now in place. All that remained was the spark to ignite the all-consuming flames of the Clone Wars.

### > I AM AUTHORIZED BY THE CORPORATE ALLIANCE TO SIGN THE TREATY:

Senator Passel Argente was among those who joined Count Dooku in the movement that aimed to break away from, and eventually destroy, the Republic.





'THE ARMOUR'S TOO STRONG FOR BLASTERS'

3 ABY IMP9

# WALKER PILOTS

WHAT ALL-TERRAIN WALKER PILOTS GAVE UP IN SPEED

THEY GAINED IN THE FEELING OF POWER THAT

THEIR MENACING MACHINES GAVE THEM

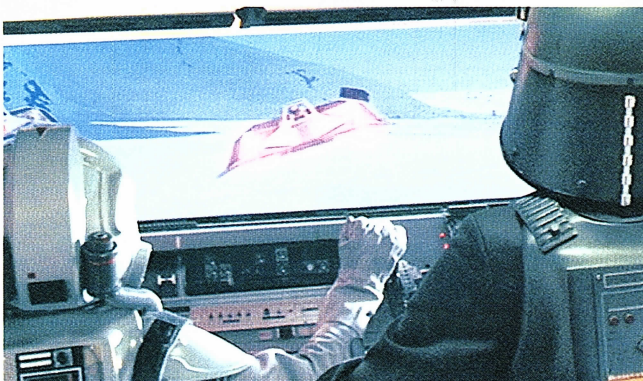
**T**HE title of 'pilot' was not just confined to operators of spacecraft in the Imperial Navy. All-Terrain walkers were also operated by pilots, even though these vehicles were designed exclusively for land use.

## AT-AT PILOTS

Although they were slow and ponderous war machines, it took an equal amount of skill to control the complex systems of the Empire's fearsome All-Terrain Armoured Transport, as it did to fly a TIE fighter. Nicknamed 'ground pilots' by their Navy comrades, AT-AT pilots were attached to the Imperial Army and made up a strong contingent in the Empire's ground forces. They controlled some of the most terrifying weapons in the Empire's arsenal.

AT-AT pilots wore the traditional grey uniform of the Imperial Army, together with white, armoured breastplates and a variation of the stormtrooper helmet. These suits contained life support systems and thermal insulators because – in keeping with the Empire's design policy – AT-AT cabins came without climate controls.

Typically, it took two pilots to drive a monstrous AT-AT – one to manoeuvre the craft, plus another to provide navigation and to operate the walker's weapons systems. AT-AT pilots required specific and advanced training to master their vehicles, as each step required precise adjustments to balance the mass of the walker with the unpredictable terrain encountered on different worlds. Despite this difficulty, these pilots relished the power at their command, and believed themselves to be invincible, using the giant feet of the AT-AT to crush any infantry soldiers who were brave, stupid or unlucky enough to stand and fight. Luke Skywalker narrowly missed this fate during the Battle of Hoth.



**A > MAXIMUM FIREPOWER:** From their cabins, AT-AT pilots commanded a good view of the combat zone. Pilots wore an insulated thermal suit with helmet and breastplate fitted with life-support equipment. Pilot and gunner worked together closely to make the walker effective in attack.







**▶ BATTLE-READY:** Within their two-legged walkers, AT-ST pilots had to work in fairly cramped conditions and therefore had lighter uniforms than AT-AT pilots. Pilots had to be tough, as conditions in the cabin could get extremely hot or cold, depending on the local environment.



## AT-ST PILOTS

In contrast to the giant, slow-moving AT-ATs, All-Terrain-Scout Transports were faster, more agile machines requiring more dextrous handling than their lumbering counterparts. AT-ST pilots were selected for their intuitive driving skills and superior sense of balance, learning to pilot these machines quickly through difficult environments – the AT-ST was capable of travelling at up to 90 kilometres per hour. They sported grey army uniforms and reinforced helmets, yet wore less armour than AT-AT pilots to maximize freedom of movement in the AT-ST's more confined command cabin. They piloted the fast-moving biped walker alone, but for a single gunner.

AT-ST pilots would sit beside the gunner at one of the command viewports. This afforded them a bird's-eye view of the terrain ahead of them, allowing them to choose their path carefully. However, in heavy combat situations, the viewports' armour shutters would be closed and pilots would have to rely on computer displays to navigate. In battle, pilots would be responsible for keeping the AT-ST stable and for helping the gunner to neutralize targets. They would also operate the fence-cutting blades on the toes of the walker. This involved a dangerous balancing manoeuvre in order to get the blades to the correct height. Pilots also had to be aware of the AT-ST's weak spot – the drive unit – so that they could position the walker in such a way that the unit was not vulnerable to attack.

**▶ UNDER ATTACK:** AT-ST pilots found the forests of Endor particularly difficult to navigate. Uneven terrain, heavily obstructed by trees, made it almost impossible to manoeuvre their transports. It is little wonder that a small band of Ewoks and Rebels defeated an AT-ST unit in this setting.





"EVEN THROUGH THIS RESPIRATOR THE OCEAN AIR FEELS DELICIOUS"

27 ABY BOU13



# ZUCKUSS

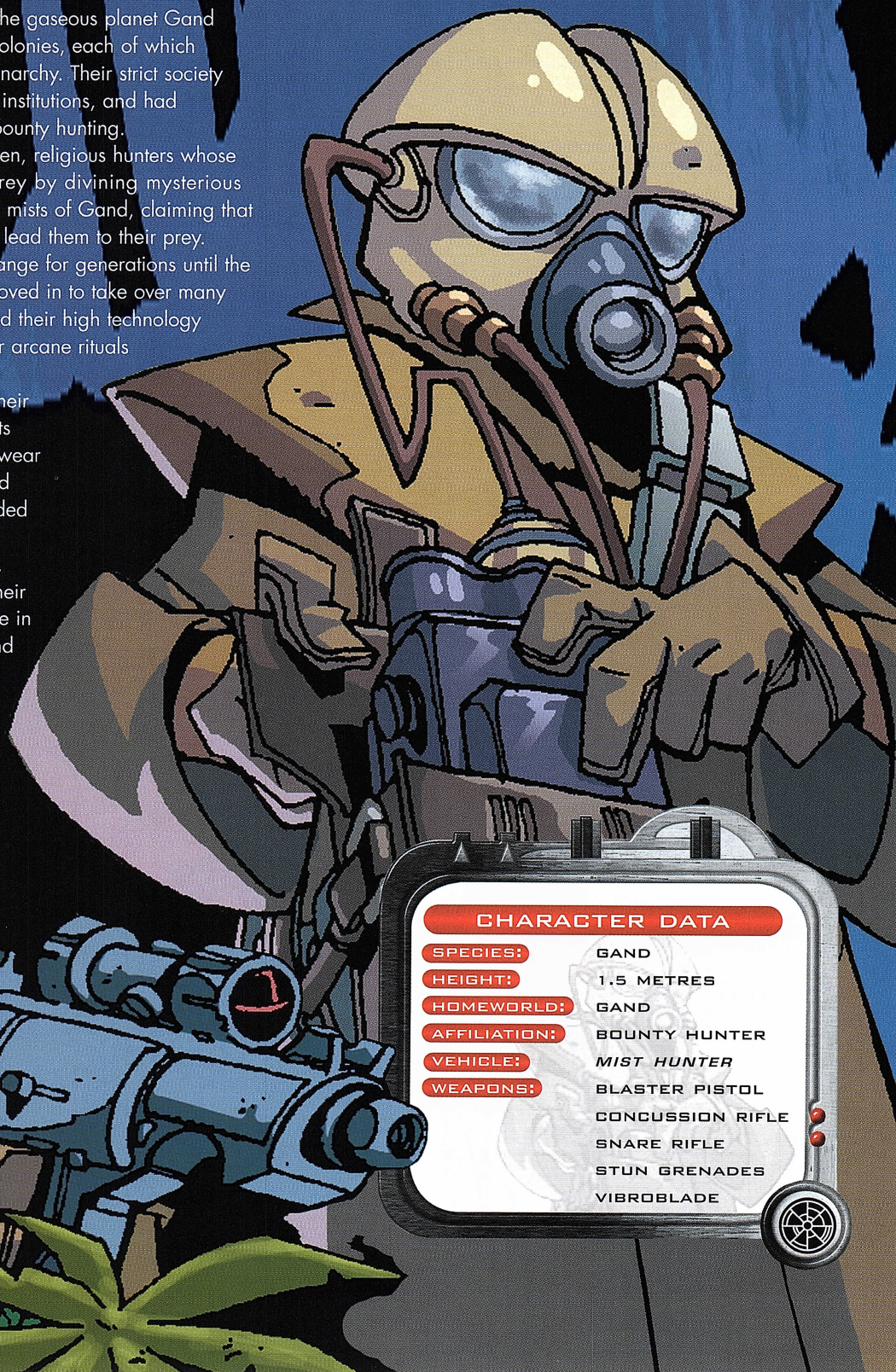
AS A GAND FINDSMAN, THE BOUNTY HUNTER ZUCKUSS WAS ONE OF THE GALAXY'S MOST NATURALLY GIFTED TRACKERS. IT WAS JUST BAD FORTUNE - AND THE INTERVENTION OF BOBA FETT - THAT PREVENTED HIM FROM CAPTURING HAN SOLO AND CLAIMING A HUGE REWARD

THE insectoid inhabitants of the gaseous planet Gand were divided into separate colonies, each of which was ruled as an absolute monarchy. Their strict society included the use of slaves and penal institutions, and had evolved a reverence for the skills of bounty hunting.

Most venerated of all were findsmen, religious hunters whose rituals allowed them to find their prey by divining mysterious omens. They worshipped the swirling mists of Gand, claiming that the shifting patterns in the gas would lead them to their prey.

Gand society existed with little change for generations until the rise of the Empire. Imperial agents moved in to take over many functions in the Gand slave trade, and their high technology methods made the findsmen and their arcane rituals a thing of the past.

Some retired, while others made their way off-planet in search of new outlets for their talents. They were forced to wear special breathing masks that protected them from harmful oxygen and provided the gases that were essential to their species. Despite such inconveniences, the Gand findsmen prospered, and their uncanny abilities meant that they were in demand as bodyguards, assassins and bounty hunters.



## CHARACTER DATA

SPECIES:	GAND
HEIGHT:	1.5 METRES
HOMEWORLD:	GAND
AFFILIATION:	BOUNTY HUNTER
VEHICLE:	MIST HUNTER
WEAPONS:	BLASTER PISTOL CONCUSSION RIFLE SNARE RIFLE STUN GRENADES VIBROBLADE





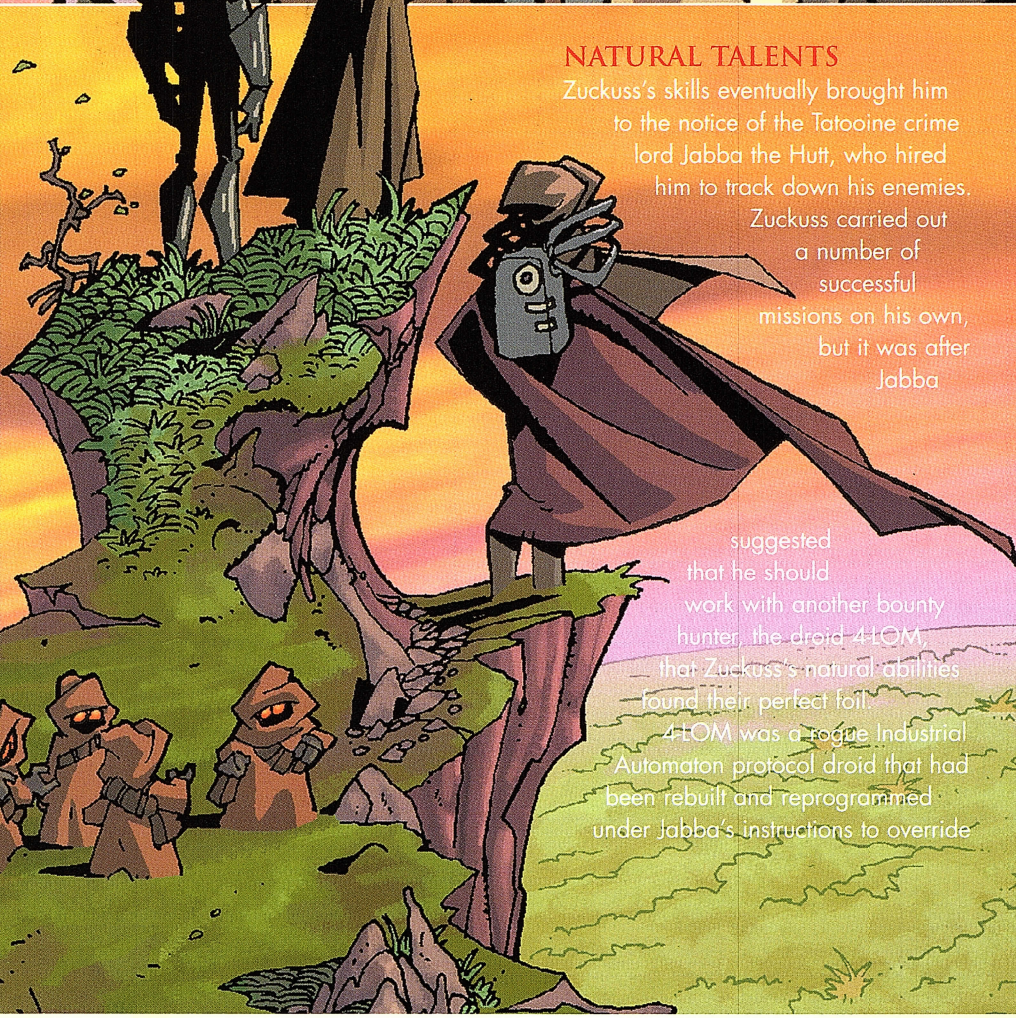
◀ **AT SENSE HIS INTENTIONS ARE EXTRAORDINARILY PROFESSIONAL:** As a Gand findsman, Zuckuss was naturally predisposed to the role of bounty hunter. His tracking abilities and intuitive gifts were the perfect counterpart to the analytical powers of the renegade droid 4-LOM.

### NATURAL TALENTS

Zuckuss's skills eventually brought him to the notice of the Tatooine crime lord Jabba the Hutt, who hired him to track down his enemies. Zuckuss carried out a number of successful missions on his own, but it was after Jabba

its inhibition against violence. As a result, 4-LOM had already become the smartest bounty hunter in the galaxy. When paired with Zuckuss, however, the droid's patient analytical skills worked in perfect harmony with the findsman's intuitive ability to out-guess his opponents. The duo's success rate was higher than when they had worked as individuals, and Jabba made extensive use of them.

Zuckuss and 4-LOM quickly earned a reputation as two of the most competent bounty hunters in the galaxy. However, in the course of one arduous hunt, Zuckuss lost his breathing mask and inhaled deadly oxygen several times. The injuries to his lungs refused to heal properly and it seemed that the bounty hunter might be facing an early death. Zuckuss kept his worsening condition a well-guarded secret, and he and 4-LOM continued their frighteningly efficient joint careers as ruthlessly as ever.



suggested that he should work with another bounty hunter, the droid 4-LOM, that Zuckuss's natural abilities found their perfect foil.

4-LOM was a rogue Industrial Automaton protocol droid that had been rebuilt and reprogrammed under Jabba's instructions to override



'...LITTLE SCAVENGERS GOT MY VAN AND ALL MY MUSICAL EQUIPMENT... MY LIVELIHOOD'

4 ABY MAX3



# FROM JAWAS TO JABBA

NONE OF THE FORMER MEMBERS OF EVAR ORBUS AND HIS GALACTIC WAILERS PARTICULARLY MOURNED THE PASSING OF THEIR FORMER BOSS AND LEADER



**S**Y Snootles, Max Rebo, Snit and Joh Yowza were now free of their contracts. It was Sy who rallied her shaken and confused colleagues. She led them back to the crashed airbus. Fortunately, the Bith who had been gunning for them were gone. Unfortunately, the local Jawas had descended on the wreck. It was Snootles to the

rescue again, with the canny Pa'lowick buying back the band's instruments and picking up a cargo sled along the way.

## STARTING OVER

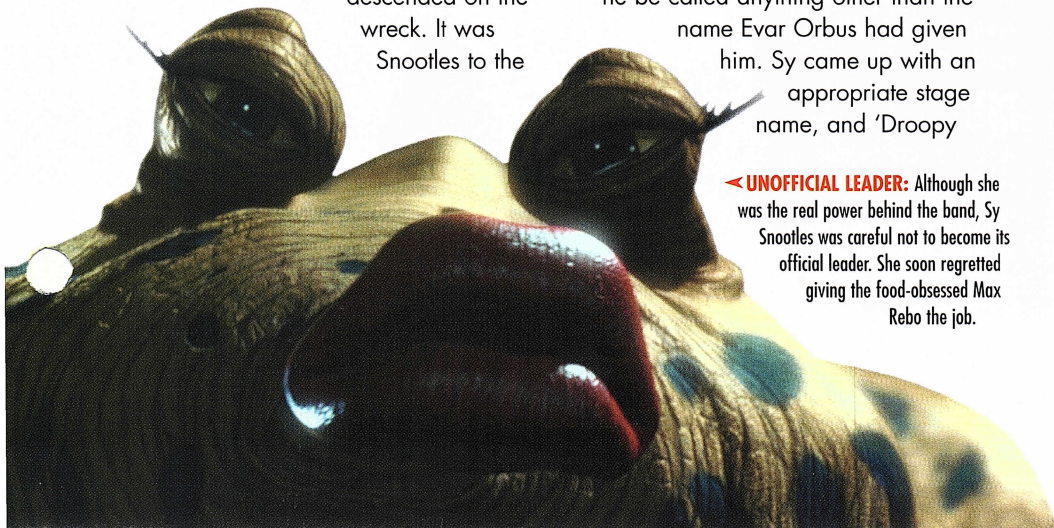
In a local hostelry, the band tried to get their act together. Snit had already proved to be a surprise, insisting that he be called anything other than the name Evar Orbus had given him. Sy came up with an appropriate stage name, and 'Droopy

McCool' was born. Sy herself had decided that Max was to be the band's leader. There was nothing generous about this move – Sy had seen what had happened to Evar and wanted someone between her and the blasters. She just needed to make sure Max knew that she was to handle the money matters when the next contract arrived.

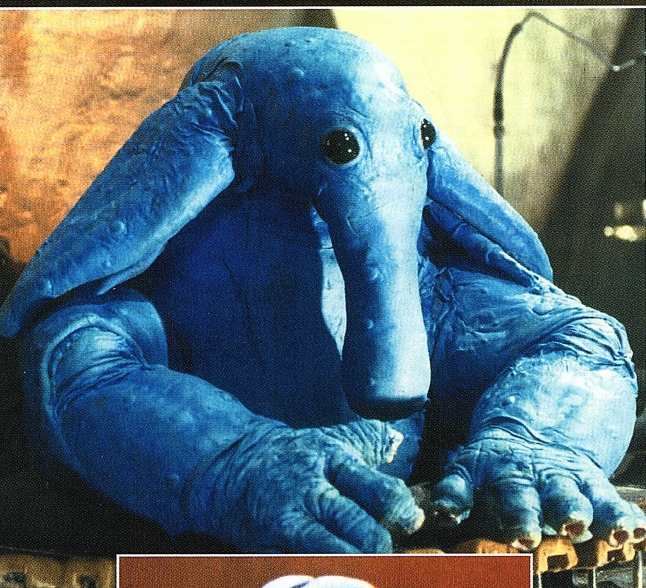
That next gig came along sooner than Sy Snootles could have imagined. While out for dinner later the next day, their new bandleader Max Rebo was approached by an agent for one Jabba the Hutt, a local business-being who lived in a nearby palace. Distracted by food, Max took Sy's suggestion and accepted the audition.

The rest of the band were quite happy, though when they reached the

**<UNOFFICIAL LEADER:** Although she was the real power behind the band, Sy Snootles was careful not to become its official leader. She soon regretted giving the food-obsessed Max Rebo the job.







**<GUT INSTINCT:** Max Rebo, like all of his species, made most of his decisions based on his stomach. The offer of an endless food supply from Jabba was too tempting for the ever-hungry Ortolan to resist.

### A JOB FOR LIFE!

Jabba was impressed, and the band was hired. To Sy Snootles' absolute horror, Jabba's agent went to the band's leader with Jabba's contract offer – a lifetime gig with payment in as much food as the band could eat. The ecstatic Ortolan accepted.

Sy Snootles was furious, and the others in the group were not overly impressed. Unfortunately, it was not wise to renege on a

contract with Jabba. Back in Mos Eisley to pick up the rest of their equipment, leaving Joh Yowza at the palace, Sy took a moment to vent her fury at Max. Her enthusiasm got the better of her, and Sy used some unfortunately colourful descriptions in relation to the band's employer. Fearing that the denizens of the bar they were in might be Jabba's hirelings, the band left quickly.

Pursued by what they took to be a bounty hunter, the band were horrified to discover their van had been stolen by Jawas. Using a borrowed speeder, they caught up with the Jawas. When they did, the band found themselves up against a heavily armed Jawa clan. Fortunately, the group was rescued by the mysterious bounty hunter, who proved to be a devoted fan of the band and took a lot to get rid of.



**ATTN ME:** A female Twi'lek from Rylath, Lyn Me was a backing singer and dancer who would move seductively to the music of the Max Rebo Band.

palace, Joh Yowza was taken to one side by Jabba's major-domo, Bib Fortuna. It seemed that Jabba was not fond of Yuzzum. The rest of the band launched into a set full of energy and passion. They did so well that Jabba didn't have them thrown to the rancor. As the set progressed, Joh couldn't resist the lure of the music, finally bursting onto the stage and adding his distinctive voice and energy to the performance.



**A NEW NAME:** The band's Kitanak chindinkala horn player took advantage of the death of Evar Orbus to get rid of the name Orbus had given him – Snit. He selected the new name Droopy McCool, which suited his style of horn playing.



"I WANT YOU TO PUT ON A SHOW HE'LL NEVER FORGET! THE SHOW OF A LIFETIME! IN FACT, I WANT YOU TO BRING THE HOUSE DOWN!"

4 ABY MAX5



# CUTTING LOOSE

A LIFE OF SERVITUDE UNDER JABBA THE HUTT'S SWAY STRETCHED OUT BEFORE THE MEMBERS OF MAX REBO'S BAND. IN THE END, HOWEVER, THEY WERE TO OUTLIVE THEIR SECOND EMPLOYER

**Y A STARS OF THE STAGE:** For performances at Jabba's Palace, the band were joined by a number of additional artists. These included dancers and members of Jabba's bodyguard, skilled at playing ceremonial drums.

**W**ITHIN hours of her employment at Jabba the Hutt's Palace, Sy Snootles found herself approached with about 20 offers of further employment. These had nothing to do with her musical ability. Rather, Sy was asked to spy for various individuals and organizations interested in Jabba's activities. She agreed to all offers, particularly the one that came from Jabba's major-domo.

Bib Fortuna asked that Sy take the jobs and the money, adding his own payment to the small fortune she had so quickly amassed. All Sy needed to do to stay alive and to keep getting paid real money was pass on false information given to her by Fortuna (and approved by Jabba himself). It seemed a sweet deal to Snootles.

It was a fact of life in the court of Jabba the Hutt that the crime boss did not think twice when it came to

sacrificing an employee in the pursuit of business or entertainment. Despite the fact that Max and the band were popular with Jabba and his cronies, on one occasion they were almost killed in service to the Hutt.

## MUSICAL BOMBS

Jabba had a long-standing rival in the shape of smuggler Bingo Mehndra. A huge fan of the Wailers, and of Max in particular, Mehndra was sent Max, Droopy and Sy as a spawning-day gift. The band's worst fears were confirmed when Droopy McCool discovered their equipment was packed with tamper-proof thermite explosives.

This time it was Max who came up with a plan. The encore from their Orto gig had been recorded when their then boss, Evar Orbus, was off collecting his fee. The band used a holo-recording of that show from back before Joh Yowza had joined the group, and – under the cover of the holo – escaped the destruction of Mehndra and his base and reluctantly made their way back to Tatooine.

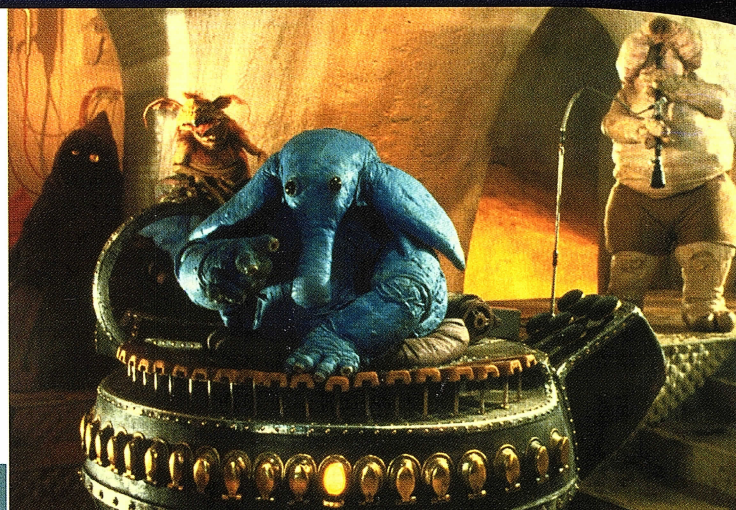




After what had just happened, and despite the fact that Jabba thought they were probably dead, the last thing the group wanted to do was to get on the wrong side of Jabba the Hutt.

Life was not all bad at Jabba's Palace, especially for Max Rebo. He was more than content with the never-ending supply of food available to him

**> DREAM JOB:** Despite the dismay of his fellow band members at their new contract, Max Rebo was in heaven at Jabba's Palace. The kitchens were always open, and Rebo could gorge himself on delicacies from around the galaxy whenever he was peckish.



**< VINTAGE PERFORMANCES:** Even though the band was effectively being held hostage by Jabba, the standard of their performances did not suffer. In fact, witnesses claim that their stay with Jabba produced some of the band's best and most memorable performances.



at all hours. His own small room in the palace was just three doors up from the kitchens. If the other members of the group were less than happy, at least they could lose themselves in the music, forgetting for a while the depravity around them.

## NEW PLAYERS

While at the palace, the core members of the group were supplemented by a number of other musicians. Max and his friends were now backed by the growdi of Shawda Ubb musician Rappertunie, the slitherhorns of the Rodian petty criminal Doda Bodonawieedo and Barquin D'an. Ironically, Barquin was the estranged brother of Figrin D'an, leader of the Bith band who had played at Chalmun's Cantina back when Max and friends had first come to Tatooine.



The shows put on by Max, Droopy, Sy and Joh for Jabba were further strengthened with the addition of a two-being percussion section, Ak-Rev and Umpass-stay, and a threesome of lovely backing singers, Rystall, Lyn Me and Greeata – a Rodian dancer who had been a member of the band in the past.

However, it was the four core members who went with Jabba on board his sail barge the day the Hutt ran foul of Jedi Knight Luke Skywalker and his friends. The band witnessed

**A BIG BAND:** One of the few benefits of playing at Jabba's Palace was the number of quality musicians available to play with the band. These added depth and colour to the Max Rebo sound, creating an almost orchestral effect.

Jabba's death and managed to escape before the barge was destroyed.

While they were waiting to be rescued, Droopy announced that he was leaving. He had heard the call of fellow Kitonaks in Tatooine's deserts and simply walked off to join them. Though the other members of the band were rescued by Lyn Me and Greeata, the group went their separate ways.



'THAT'S NOT AN ASTROMECH, ITS A SSI-RUUVI DROID'

27 ABY SSI1



# SSI-RUUVI SECURITY DROID

THE SECURITY DROIDS USED BY THE SSI-RUUK ALIENS ARE UNIQUE IN THE KNOWN GALAXY. INSTEAD OF OTHER FUEL SOURCES, THE DROIDS ARE POWERED BY THE LIFE-ENERGY OF ENSLAVED VICTIMS

**A**N alien species from the remote regions of the galaxy, the Ssi-ruuk are warm-blooded saurians that average slightly taller than humans. A rigid code of honour helped shape Ssi-ruuk society by stressing that they were superior to all other beings, whose chief value consisted of their usefulness to the Ssi-ruuk. This philosophy provided a solution when resources dwindled on the Ssi-ruuk home world Lwhekk, helping them to develop a way to tap the life energy of the P'w'ecks – another saurian species of the planet.

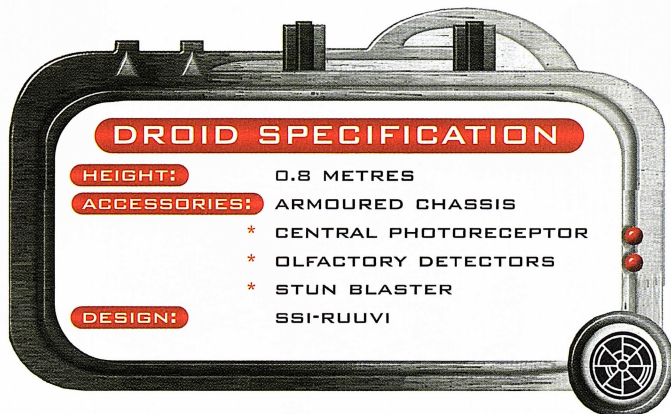
The process of turning their victims into 'energy slaves' was called entechment. Absorbing a sentient creature's energies into battery coils to power circuitry, entechment was usually used for battle droids or shipboard functions. The technology uses the injection of a magnetic solution that is selectively absorbed by the subject's nervous system. An electromagnetic field can then be used to cause life energy to jump the gap between its sentient source and a set of tuned external storage coils. The process is reported to be painful and degrading.

Although most of the victims were the P'w'ecks, the Ssi-ruuk preferred to use humans, of whom they obtained a ready source after they began a process of expansionism. They enjoyed the willing collusion of the Emperor, who hoped to benefit. When the Ssi-ruuk began to raid settlements for energy slaves, the Emperor blamed the attacks on the Rebels.



## DROID DESIGN

Ssi-ruuvi security droids themselves are outwardly conventional, looking not unlike a shortened version of an R-series astromech, and finished in a dull, metallic green. Roughly spherical and standing on three, wheeled legs, they are unexpectedly agile and possess a short-range stun blaster, mounted on a arm offset from the main body. The upper part of the head rotates quickly to bring the weapon to bear, while the entire body tilts to set the firing elevation. The intense beam is capable of felling a stocky P'w'eck, while a human is likely to suffer heart failure and nerve disruption.





### SUPER SMELL

As befits a security droid, sophisticated sensors are fitted to the head. These include a single photoreceptor, which is tuned to a Ssi-ruuk's visual range, including part of the ultraviolet spectrum. As smell is one of the most important senses possessed by the Ssi-ruuk, the droid also carries some of the most advanced olfactory sensors fitted to any automaton.

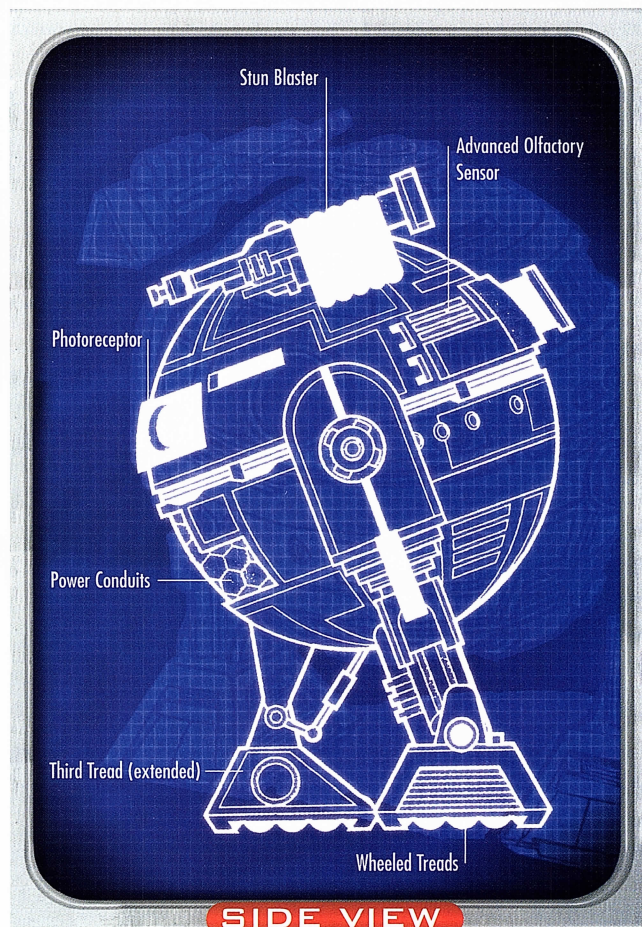
Each security droid requires the energy from a single P'w'eck psyche, but this is only sufficient for a few weeks of continuous operation. When a droid's power falls too low, it



must be revitalized by installing a fresh sentient essence. A cluster of hexagonal power conduits is provided at the back, near the top of the lower part of the hemispherical body.

### CAPTURED DROIDS

The droids' armoured chassis does not provide much protection against power surges or ionization blasts. If struck with a stun cannon, the droid will usually short-circuit and can thus be immobilized with relative ease. Several dozen Ssi-ruuvi droids were seized by the New Republic following the capture of the flagship *Shriwirr* at Bakura. They were subjected to detailed scrutiny in the hope that insights into the alien technology might provide some strategic benefit for future conflict with the troublesome Ssi-ruuks.



SIDE VIEW





'I'D PUT MY MONEY ON TALON KARRDE'

27 ABY KAR 1



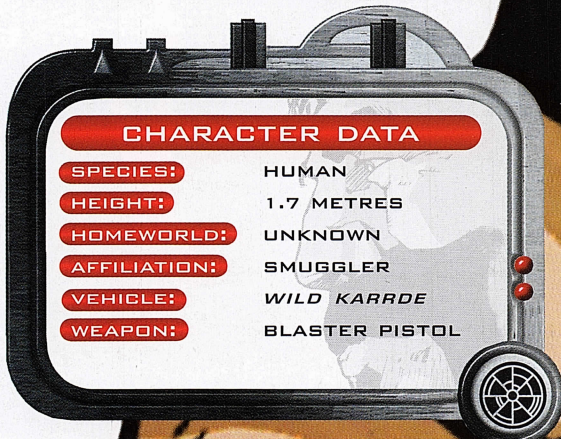
# TALON KARRDE

OPERATING FROM A BASE ON THE PLANET MYRKR, THE SMUGGLER BOSS TALON KARRDE WAS RENOWNED AS ONE OF THE BEST - AND, SURPRISINGLY, ONE OF THE MOST HONEST - IN A SHADY BUSINESS

**T**ALON Karrde has been many things, most of them illegal. He has variously been a smuggler, a mercenary and an information broker, and in all these fields he has proved to be one of the slickest operators in the galaxy. Karrde's success in so many ventures was perhaps due to the way he combined two sides to his personality. On the one hand, he was cold and calculating, and would do just about anything to make a credit - although he would never become involved in slavery or kidnapping. What impressed his clients, on the other hand, was that Karrde was, above all, a man of his word.



**AI'D LIKE TO START GROOMING YOU TO BE MY SECOND IN COMMAND:** A renowned smuggler, Talon Karrde became one of the main players in the galaxy underworld following the death of Jabba the Hutt. After his long-time business associate Tapper Quelev was killed, Karrde fell in with Mara Jade, an ex-aide to Emperor Palpatine. The partnership blossomed quickly and Mara Jade soon became Karrde's most trusted lieutenant.



## CHARACTER DATA

**SPECIES:** HUMAN  
**HEIGHT:** 1.7 METRES  
**HOMEWORLD:** UNKNOWN  
**AFFILIATION:** SMUGGLER  
**VEHICLE:** WILD KARRDE  
**WEAPON:** BLASTER PISTOL



Karrde has never particularly boasted of his exploits or flaunted his trade. Slender and thin-faced, he is something of a dandy, sporting a long moustache and goatee beard that match his dark hair and offset his pale blue eyes. He also possesses a legendary sense of humour and a puckish, punning wit – he named his flagship *Wild Karrde*, his space yacht *Uwana Buyer*, and his two attack ships the *Etherway* and the *Starry Ice*.

For many years Karrde's base was on Myrkr, where he maintained a substantial operations centre, including ten landing pads and numerous buildings. The planet is home to the ysalamiri – creatures with the natural ability to deflect or dampen the power of the Force – and Karrde kept two of the creatures as pets. He also traded in them with anyone who wanted to exploit their powers.

### SHIFTING ALLIANCES

As a smuggler, Karrde was renowned as the person who could get anything, or anyone, in or out of any system without the knowledge of the Empire or Corporate Sector Authority. He long tried to remain neutral in the Galactic Civil War, and in the battles between remnants of the Empire and the Alliance, taking jobs from both sides. However, believing it to be a sensible business decision, he later inclined toward the New

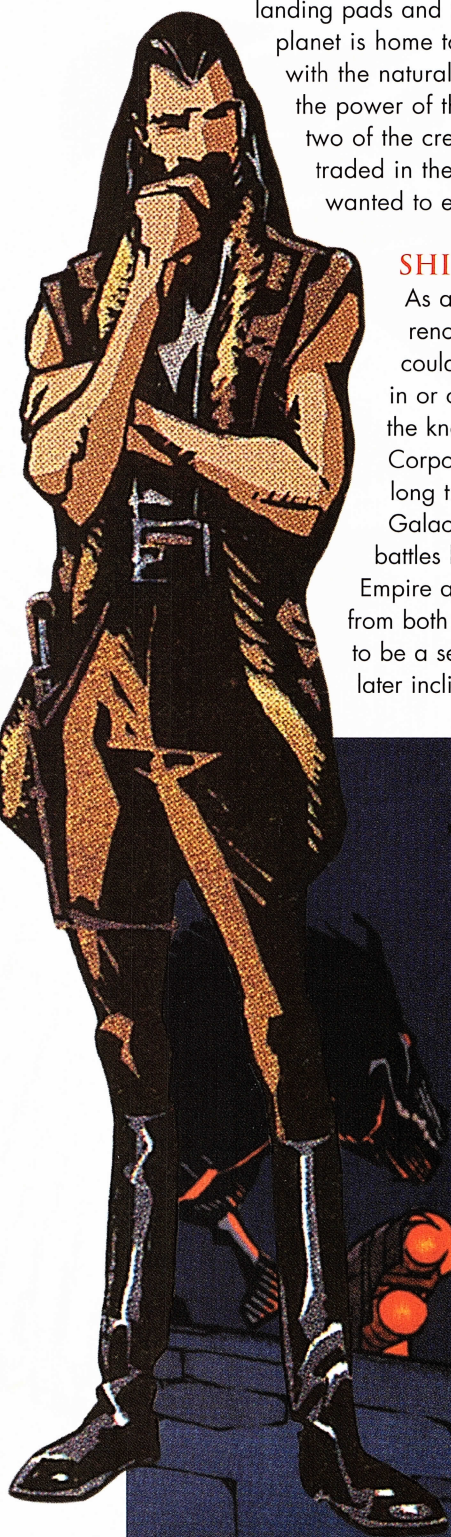


**AH, SKYWALKER. COME AND JOIN ME:** From his base on Myrkr, Karrde directed his many operations and activities with an assuredness that meant he was unlikely to face a challenge to his leadership. It was to this base that Karrde took Luke Skywalker after finding the Jedi and R2-D2 stranded in space.

Republic. He provided Rogue Squadron with most of its weapons and munitions for the war against Ysanne Isard and the bacta cartel.

For some time, his most trusted ally was the smuggler Tapper Quelev, whom Karrde rescued after the Battle of Endor. Quelev and his men joined Karrde and stayed with him for four years, until Quelev was killed on an infiltration mission. It was at this point that Karrde fell in with Mara Jade, who had been a top aide to the late Emperor Palpatine. She helped Karrde to escape from the Krish who had killed Quelev, and became his lieutenant.

**MY LIFE HERE IS AT AN END:** Ever the pragmatist, Karrde attempted for some time to negotiate a line of neutrality between the burgeoning New Republic and the resurgent Imperial forces. When Grand Admiral Thrawn arrived on Myrkr to pick up the Force-deflecting ysalamiri, however, events conspired to draw Karrde away from Myrkr and closer to the New Republic.



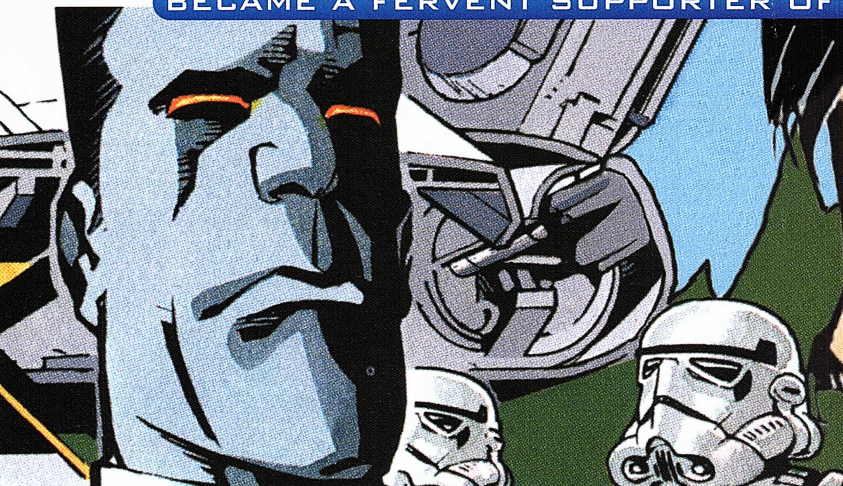




'WE'RE GONNA HAVE TO PULL OUT IN A HURRY'

# A CHANGE OF DIRECTION

FORCED TO LEAVE HIS BASE ON MYRKR AFTER INCURRING THE WRATH OF GRAND ADMIRAL THRAWN, TALON KARRDE BECAME A FERVENT SUPPORTER OF THE NEW REPUBLIC



**A MEETING ON MYRKR:** Talon Karrde found himself involved with the deadly Imperial leader, Grand Admiral Thrawn, when the Chiss ventured to the planet Myrkr.

**K**ARRDE'S neutrality changed after he chanced to pick up a stranded Luke Skywalker. Once on Myrkr, Skywalker's Force powers were rendered useless by the ysalamiri, and Karrde offered to sell him to Imperial Grand Admiral Thrawn – who was himself on his way to Myrkr to buy some ysalamiri. However, Luke managed to escape, and was reunited with Han Solo and Lando Calrissian on board the *Millennium Falcon*.

Karrde and his crew were forced to flee their base to escape Thrawn's wrath, and Karrde ended up with a bounty of 20,000 credits on his head. Through a series of complications that involved the finding of the long-lost fleet of Katana Dreadnaughts, Karrde and Mara Jade swung their support behind the New Republic. Karrde was instrumental in getting other smugglers to join him in supporting the New Republic and was influential in the victory at Bilbringi. Karrde and Jade also helped form a guild that became the Smuggler's Alliance, and he then temporarily retired from business.

## A RETURN TO THE FRAY

He was persuaded to return 16 years after the Battle of Endor, when a brewing civil war threatened to destroy the New Republic. It was believed that the Caamas Document held evidence that could end the conflict, and Karrde agreed to use his past associate Jorj Car'das to locate a copy. With the Mistr'l Shadow Guard Shada D'akul at his side, he travelled deep into the Kathol sector. He returned without the evidence he sought, but he did acquire data that helped Admiral Pellaeon secure his position as commander of the Imperial Remnant.

This was instrumental in Pellaeon opening peace negotiations between







**A GOOD EVENING. I'M TALON KARRDE:** Karrde's meeting with Luke Skywalker turned the tide of Karrde's career. Initially mindful to sell the Jedi to Grand Admiral Thrawn, Karrde was thwarted when Skywalker escaped. Karrde was then forced to flee his base when Thrawn placed a bounty of 20,000 credits on his head. This break with the Empire led Karrde into the arms of the New Republic.

the New Republic and the Empire. Talon Karrde then proposed setting up an agency to facilitate the exchange of intelligence data between the two realms. Karrde accepted a post as its head and Shada agreed to stay with him, for their fondness for each other was growing.

In recent times, Karrde has also come to the aid of Luke Skywalker and his Jedi Academy on Yavin 4. He brokered a dialogue between the Jedi and the Hutts that produced information regarding the missing Jedi, Wurth Skidder. Then, when the Yuuzhan Vong warmaster Tsavong Lah began his purge of the Jedi, Karrde was able to evacuate the academy members on board the *Wild Karrde*. He stayed in the system to look for the remaining Jedi children, whom he was able to locate after some weeks. Karrde suffered terrible losses while battling the Yuuzhan Vong fleet, although Shada was able to survive the destruction of her ship.



## KARRDE'S SHIP

**T**ALON Karrde's personal vessel, the *Wild Karrde*, looks like a beaten-up bulk freighter, but her scarred hull holds a mobile base for perhaps the slickest operator on the fringes of galactic business. She is based on a Corellian Action VI transport, a lumbering, ungainly 125-metre cargo vessel. However, the *Wild Karrde* has a Class One hyperdrive, making her as fast as most starfighters, and, at sublight speed, she can keep pace with most Imperial warships.

*Wild Karrde* appears unarmed, thanks to a sophisticated masking system that hides her from casual distant scans and makes her appear to be a harmless cargo ship at close range. However, she carries three turbolasers rated for combat against capital starships, plus extra shielding and reinforced hull plating. The rear holds have been fitted with a complete life-support system for passengers or animals. The forward hold contains permanent living quarters and offices with a sophisticated communications array that lets Karrde keep in constant touch with all his operatives.







"WELL, LOOKS LIKE I'M STUCK HERE. TROUBLE IS, I DON'T KNOW WHERE HERE IS. MAYBE YOU CAN HELP ME"

# BRIGHT TREE VILLAGE

THE EWOKS OF THE FOREST MOON OF ENDOR HAVE EVOLVED A COMPLEX SOCIETY BASED AROUND TRIBAL VILLAGE COMMUNITIES. ONE OF THESE, BRIGHT TREE, FORMED A HAVEN FOR A SMALL REBEL GROUP DURING THE BATTLE OF ENDOR

LIKE all Ewok communities, Bright Tree Village evolved and grew over the generations as its inhabitants built out from a central group of dwellings. Constructed entirely from impermanent natural materials, such as wood, bark fibre and ferns, all the thatched-roof huts were constantly maintained, reconstructed and modified, so that in some cases they had existed for centuries. The largest and most ancient buildings were those in the centre of the village, which were reserved for the tribal chief and his immediate kin. Other families lived in clusters of huts on the outskirts of the village, while the tribe's food and water were stored in sealed structures located high above the main village.

The oral folklore of the village, passed down from generation to generation by the village shaman, speaks of a time when a wandering tribe of Ewoks searching for a place to establish a new home was guided by the spirits of the forest to a huge tree that towered above its neighbours. The branches and leaves caught the sunlight throughout the day, and the village that grew in those branches took the spirit name of their sheltering host - Bright Tree.

## HAPPY GROVE

The area proved rich in everything a growing Ewok tribe could ever need. Medicinal herbs and sacred sunberry trees grew in abundance in a small area near to Bright Tree that quickly became known as Happy Grove.

The towering conifers, called life-trees, that supported the village each grow for many centuries, pushing up to 1,000 metres tall in the low gravity of the Forest Moon. Their thick bark provides protection for the trees against all but a few persistent insects, and the Ewoks tapped a fluid from the trees for their own medicinal purposes. The trees also provided a source of wood and bark fibre from which the Ewoks constructed most of the items needed for their everyday existence, including furniture, utensils and weaponry.

## A > PARTY PEOPLE

Ewok culture is centred around the village community and involves many traditional and ritual celebrations in which all members of the tribe take their part.

> **EWOK WARRIORS:** The warriors of the tribe were led by the experienced Teebo, although the title of lead warrior went to Wicket Warwick after the Battle of Endor. Wicket later married his childhood sweetheart Kneesaa, Chirpa's daughter, and ruled Bright Tree Village with her after the old Ewok's death.



'TEEBU, THE WAR PARTY LEADER, HAS DECIDED TO TAKE US BACK TO THEIR VILLAGE'

# A SAFE HAVEN

LIKE ALL EWOK VILLAGES, BRIGHT TREE WAS CONSTRUCTED WITH SAFETY AS A PRIMARY CONCERN

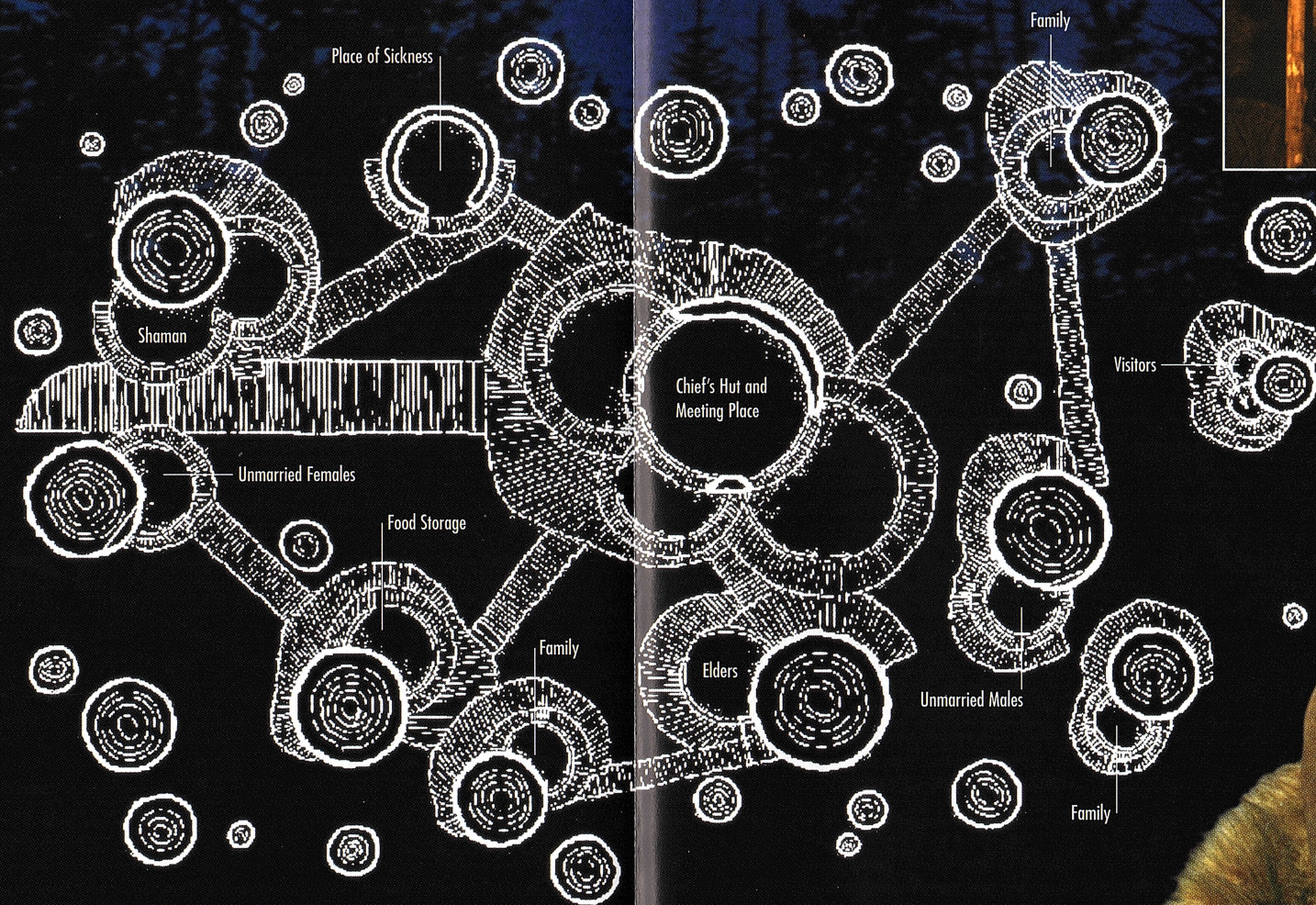
**D**ESPITE its seemingly random arrangement, Bright Tree Village followed a typical pattern. High enough above the forest floor to be out of reach to most predators, the central thatched-roof huts were built into the principal limbs of the life-trees, so that the layout of the village depended on the way that the trees had seeded themselves countless years before. Each hut provided a warm, sheltered environment for a single family, and was passed down to succeeding generations.

## PROTECTION FROM PREDATORS

The fact that the buildings were scattered and separated by the distance between adjacent trees provided protection against any predator that gained access to one of the huts. It also prevented fire from spreading – a constant risk in structures built from wood and flammable materials. However, the main buildings in the village were interconnected by suspended bridges, wooden ladders and sturdy ropes constructed from twisted bark fibres. Larger platforms provided communal meeting areas, with the biggest open spaces of all being given over to the council fires, village gatherings and celebrations, meetings and story-telling ceremonies that form such an important part of the Ewoks' oral tradition.

Only the central trees were linked by permanent platforms and walkways. Most of the links between the outer dwellings were much less well-established, and some were accessible only via rope swings or by climbing across the interlocking branches of the life-trees. While many Ewoks made jumping from tree to tree a popular pastime, others would practise using the crude hang-gliders that they constructed from thin sticks covered with tightly stretched skins.

Around the fringes of the village were separate communal huts, reserved for groups of unmarried females, elders and visitors from other Ewok groups. At a short distance from the main village were individual, small huts constructed by unmarried Ewok males, who underwent a period of solitary life in the forest, fending for themselves, although they would assist in the daily work of the village.



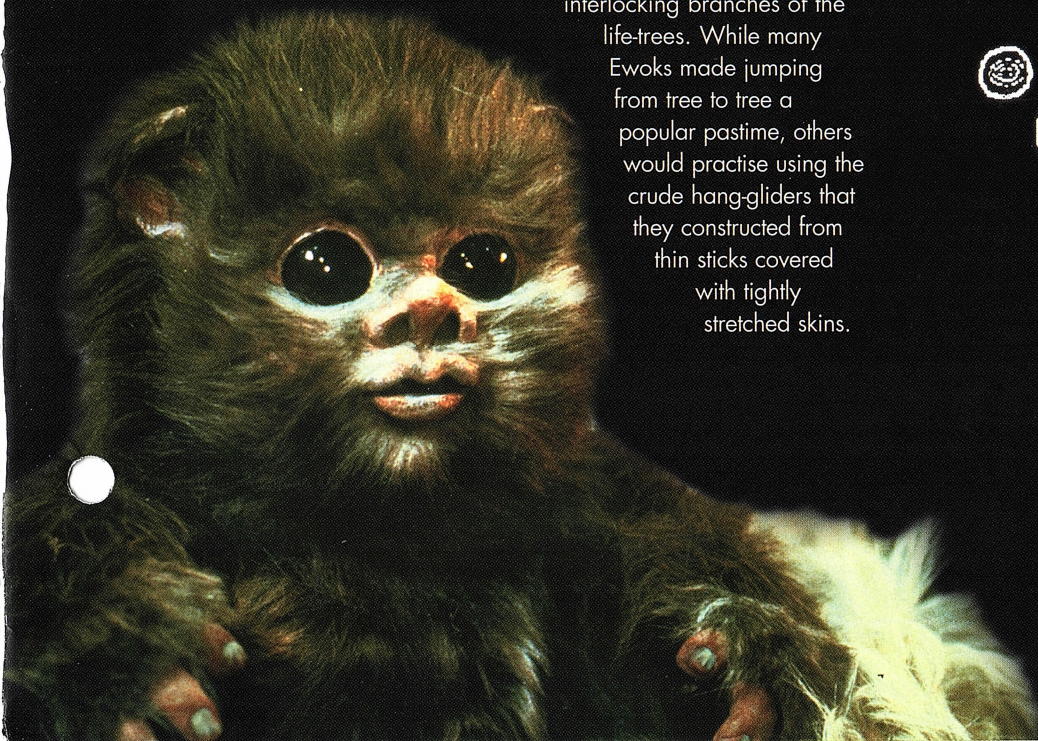
## EWOK VILLAGE MAIN LEVEL

**< JUMPING:** As members of a generally playful species, young Ewoks were always keen to show off their prowess at tree-jumping – in the few clearings that were open enough.

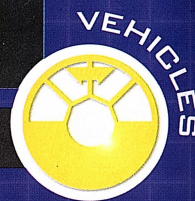
**> SAFETY FIRST:** Due to their diminutive size and non-aggressive natures, Ewoks could be vulnerable to attack. However, the design and location of their villages usually offered ample protection from even the most determined of Endor's predators.



**TRIBAL LEADERS:** By the time the Empire came to Endor, Bright Tree Village was home to more than 200 Ewoks. It was ruled by the elderly Chief Chirpa and his council, and by the shaman Logray. The troublesome shaman was exiled not long after the Battle of Endor and replaced by his student, Paploo.







THE GREAT JABBA THE HUTT WILL NOW LISTEN TO YOUR PLEAS!

4 ABY JAB2

# THE KHETANNA

JABBA'S PERSONAL PLEASURE CRAFT WAS BASED ON A STANDARD UBRIKKIAN SAIL BARGE - A LEISURE VEHICLE THAT MIXED THE HIGH TECHNOLOGY OF A REPULSORLIFT ENGINE WITH A TRADITIONAL FORM OF WIND-POWERED PROPULSION

**S**AIL barges are luxury leisure vessels found throughout the galaxy. Although manufacturers provide a variety of makes and models, many wealthy customers expect to purchase only the basic chassis, enabling them to customize their craft through a series of unique modifications.

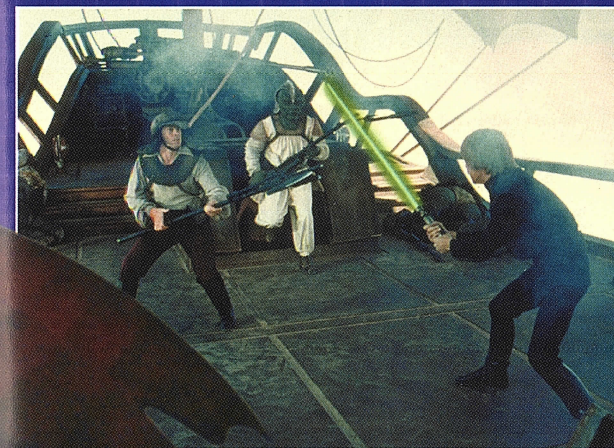
The vessels are usually fitted with three-chambered repulsorlift engines, enabling them to speed over virtually any reasonably flat terrain, including water, sand, grass, snow and ice, at up to 100 kilometres per hour, floating as high as ten metres above the ground. However, the features that give such craft their name are the immense, retractable sails used for propelling the vehicle on more leisurely trips.

## JABBA'S JUNK

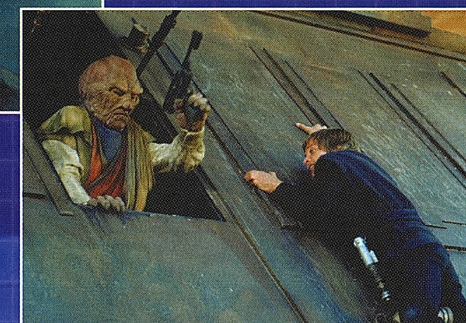
The Hutt's sail barge was built over three decks and, before it came into Jabba's hands, was intended purely as a pleasure vehicle. As such, it incorporated very little armour and was never meant to be armed. However, Jabba's activities brought him under attack more than once, and his palace workshops carried out numerous armament modifications to the *Khetanna*. The handrails were drilled to provide fittings for portable antipersonnel blasters, and a powerful deck gun was installed to disable attacking vehicles or destroy the dwellings of those who opposed Jabba. The double laser cannon had a similar output to the Atgar P-tower and was equipped with a liquid coolant system.

While his weaponry proved effective for dealing with raiding swoop gangs, moisture farmers, Tusken Raiders, Jawas and other Tatooine natives, it was of little use against Imperial stormtroopers or serious military threats. For this reason, Jabba installed an advanced sensor suite on the main deck, allowing the crime lord to avoid any Imperial complications while transporting illegal goods.

**POOP DECK:** The *Khetanna* included many features that harked back to ancient sea-going vessels known to have existed in the early years of the galaxy. These features included a small poop deck on the main platform. This was a raised area at the stern of the ship that traditionally housed the ship's wheel and the navigational instruments.

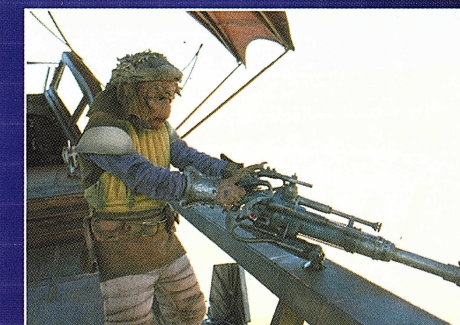


**WIND POWER:** Although the *Khetanna* had its own repulsorlift engines that could propel the craft at high speed across the desert, Jabba frequently used the wind sails above the upper deck. With skilful handling, these could move the barge at considerable speeds. In sail mode, the repulsorlift engines served only to keep the barge floating above the terrain - the sails were responsible for all forward movement. When not in use, the sails could be furled for better aerodynamics.

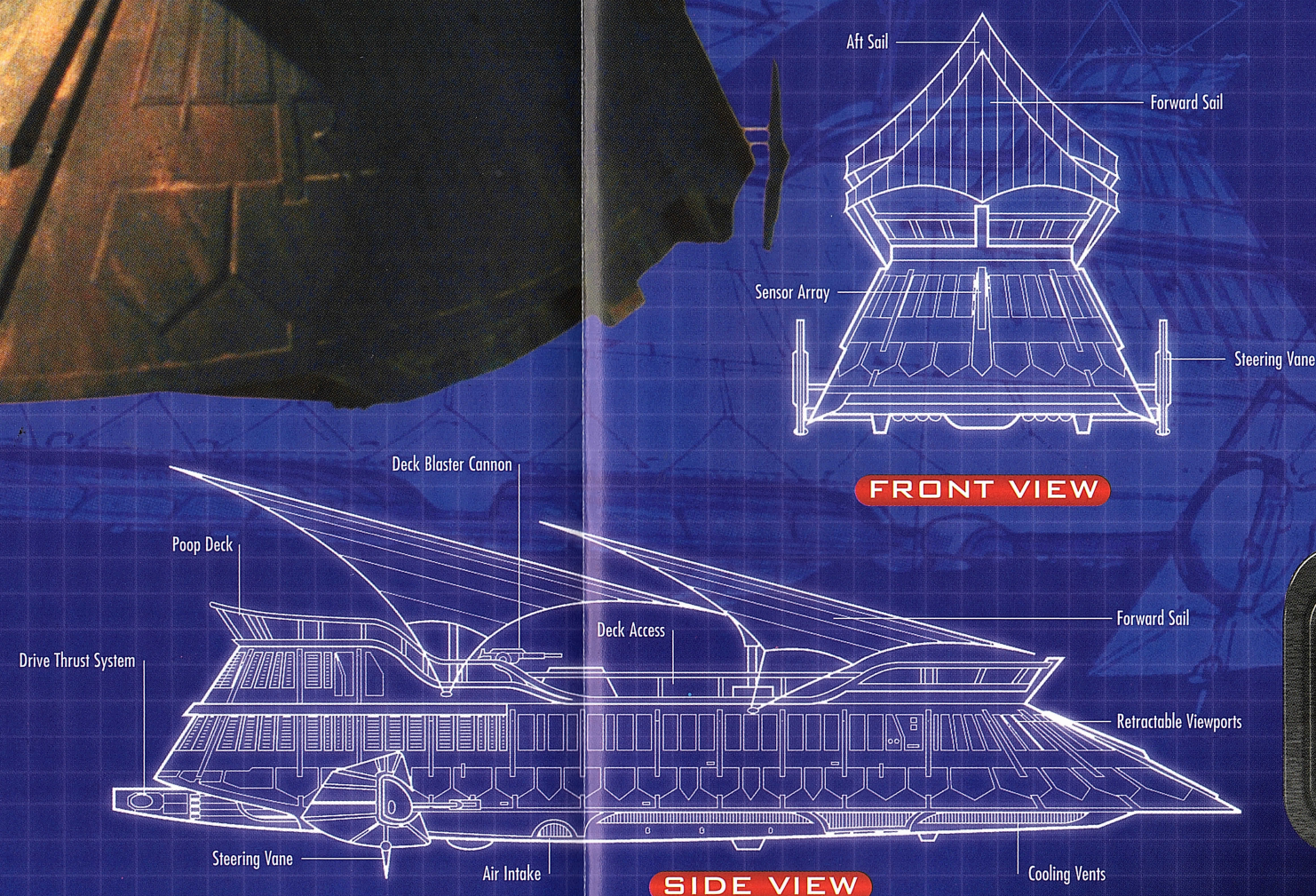


**DECK CANNON:** The *Khetanna* had a large laser cannon mounted on the upper deck, sufficiently powerful for pounding enemies into submission.

**GUN PORTS:** The barge had a series of windows at which additional cannons could be placed for heavy combat situations.



**DECK BLASTER:** Blaster rifles fixed on the railing of the upper deck were quicker and more accurate than the barge's main cannon.

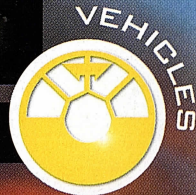


## VEHICLE SPECIFICATION

DESIGN:	UBRIKKIAN
LENGTH:	30 METRES
SPEED:	100 KPH
OWNER:	JABBA THE HUTT
AFFILIATION:	NONE
WEAPONS:	HEAVY BLASTERS







# JABBA'S SAIL BARGE

JABBA THE HUTT USED HIS SAIL BARGE, THE *KHETANNA*, AS BOTH A REGULAR CONVEYANCE AND A MOBILE COURT IN WHICH TO HOLD ELABORATE PLEASURE CRUISES AND PARTIES



WHEREVER it was seen, the *Khetanna* brought the ominous shadow of its master's presence. Floating on its repulsorlifts, the giant pleasure craft was regularly used to carry the crime lord between his palace in the Tatooine wastes and his Mos Eisley town house. Jabba would also take his sail barge on journeys far out into the Dune Sea to conduct dark negotiations with smugglers and other criminal figures, or to visit the high-stakes races that contributed to his gambling empire.

It was widely rumoured that the sail barge was also used for more nefarious purposes, including conveying the Hutt to scenes of execution such as the the Great Pit of Carkoon, home to the Sarlacc, and to the violent and deadly gladiatorial combats staged for Jabba's entertainment in remote desert valleys. Jabba's guards frequently used the *Khetanna* as a mobile gun platform for raids against the Hutt's many enemies, and to keep Sand People at bay.

Apart from its practical uses, Jabba often took the sail barge to host long, decadent parties during cruises over Tatooine's oceans of sand. The *Khetanna* displayed a strange combination of opulence and crude minimalism that suited the tastes of its owner. To impress his guests, Jabba had had the vehicle outfitted with expensive

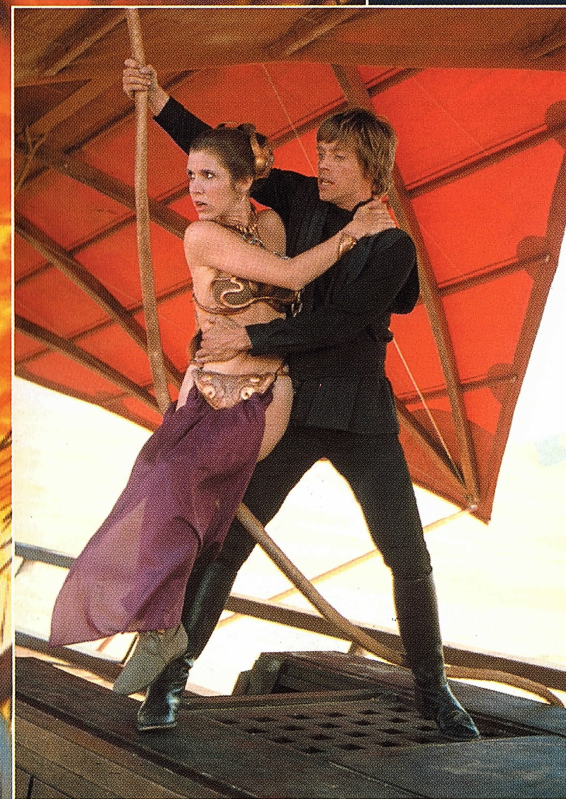
tapestries and sculptures. However, while most other such expensive leisure craft were fitted out with all the trappings of wealth and luxuries of every kind throughout, the *Khetanna* was mostly bare metal. The craft's main luxury was an elaborate kitchen. Since Jabba's appetites for the pleasures of the flesh included an average of nine meals a day, his cooks were constantly busy, and the barge held tanks for the live food that the crime lord favoured.

## DOOMED VESSEL

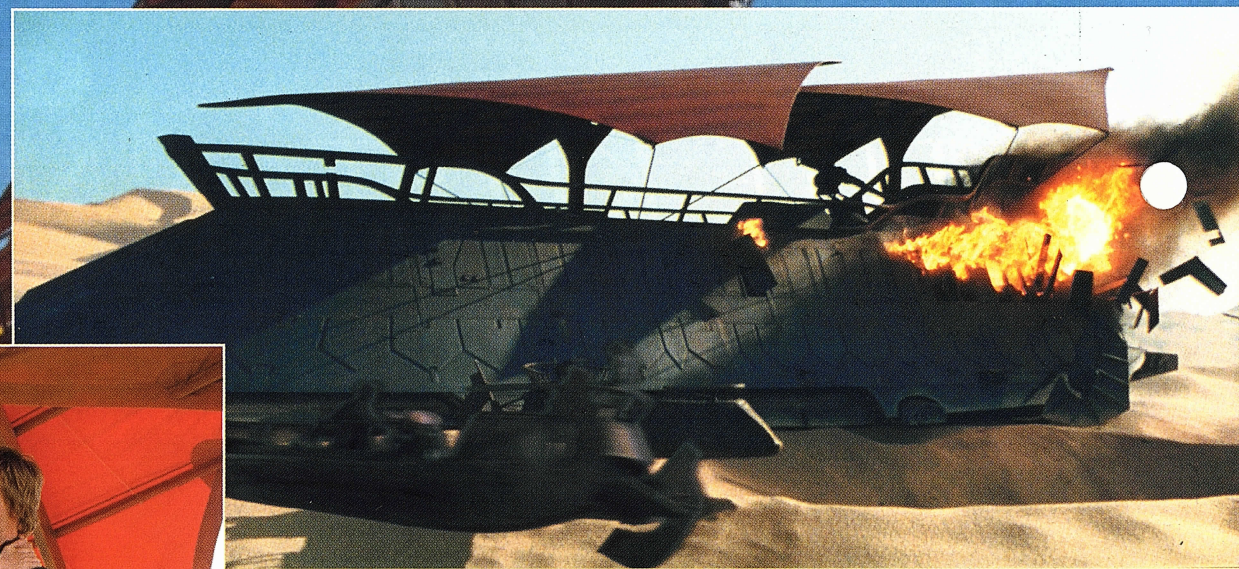
Jabba and many of his retinue met their end on board the sail barge, during Jabba's attempt to execute Luke Skywalker and Han Solo at the Great Pit of Carkoon. The *Khetanna* was destroyed when Princess Leia escaped from her captors and fired the barge's mounted laser cannon directly into the deck, causing a chain reaction that destroyed the craft and all on board, including the sail barge's owner.

Jawas later discovered the wreckage. They removed the surviving weapons and anything else of value that could be stripped from the hulk, before the barge was buried in Tatooine's ever-shifting sands.

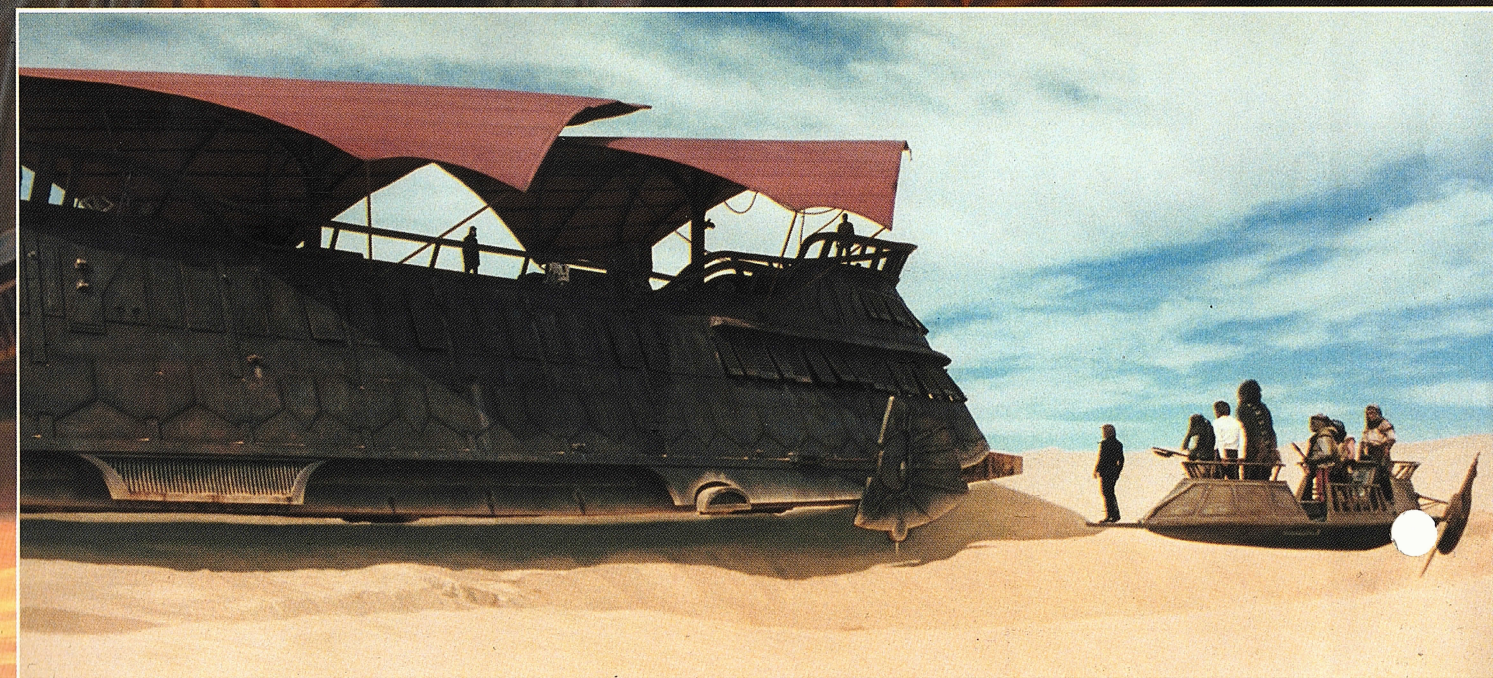
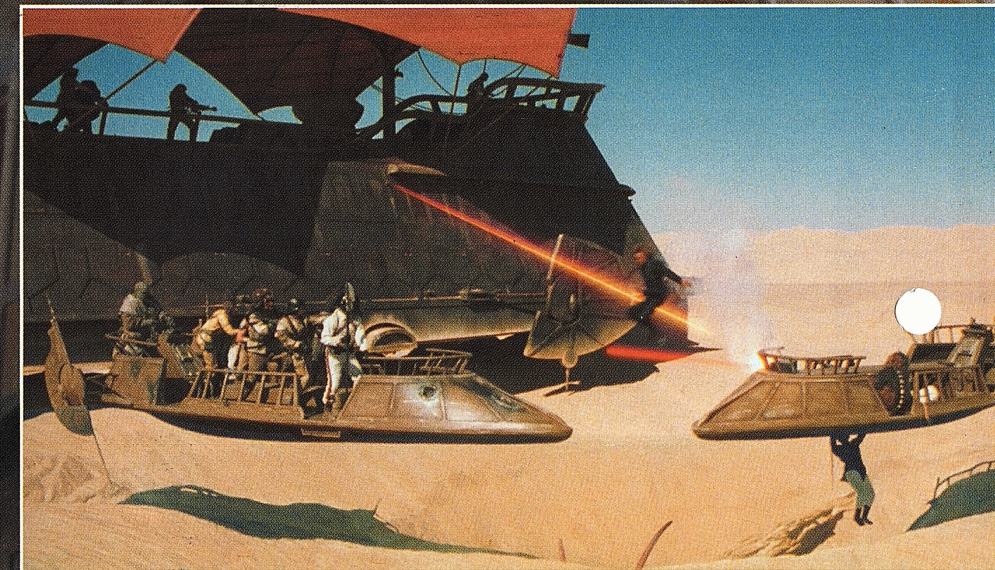
**Y > DEATH AND DESTRUCTION:** Jabba's sail barge was finally destroyed, along with the Hutt himself, when Princess Leia fired the ship's laser cannon straight into the deck, causing a chain reaction which obliterated the vessel and all those on board.



**Y THE PLEASURE PRINCIPLE:** Jabba's sail barge was often used to convey the Hutt to sites of execution, such as the Great Pit of Carkoon. Windows allowed the crime lord to watch from the safety of his barge as his minions sent those who offended him to their deaths.



**Y FIREPOWER:** The *Khetanna* was primarily a recreational vehicle and was not built for battle. The nature of the Hutt's business, however, meant that the threat of a surprise attack could not be overlooked. For this reason, Jabba had a powerful deck gun and a double laser cannon, along with other armaments, added to the vessel.





THE TECHNO UNIONS ARE AT YOUR DISPOSAL, COUNT'

23 BBY DRO3

# BIRTH OF THE CONFEDERACY

TO BRING ABOUT A CONFLICT WITH WHICH  
TO SHATTER THE REPUBLIC, DARTH SIDIOUS  
NEEDED TO CREATE TWO OPPOSING CAMPS

IT was vital to Sidious's plans that the major players of galactic commerce opposed the Republic and the Jedi in the coming war. All aspects of the existing political and social structures of the galaxy needed to be both discredited and decimated.

The avaricious Trade Federation, the scheming Commerce Guild, the wide-reaching Corporate Alliance, the devious InterGalactic Banking Clan and the heavily armed Techno Union were already finding a degree of common ground, but forging them into a powerful allied force would require something more than just the grumbling discontent familiar to all.

## ON THE RISE

The Trade Federation was the first to be directly and significantly affected by Darth Sidious's plans. The assassinations at the conference on Eriadu allowed the Neimoidian faction, controlled by Sidious, to rise to prominence. The dark side's influence in the Senate allowed the Trade Federation to begin arming itself, and skilful manipulation of the Naboo conflict and its repercussions left the Trade Federation with more than a few grumbles.

Though members of the Neimoidian faction under Nute Gunray believed themselves betrayed by a Sith Master they no longer had dealings with, they were still pawns in the Dark Lord's game. Only now a new agent, a new and more subtle Sith apprentice was guiding them down the path Sidious had planned for them – Count Dooku, leader of the separatist movement.

### ▲ OUR FRIENDS IN THE TRADE FEDERATION HAVE PLEDGED THEIR SUPPORT:

After the humiliation at Naboo, the Trade Federation felt it had been betrayed by Darth Sidious and turned away from him. Under the leadership of Nute Gunray, the organization fell in with Count Dooku, leader of the newly founded separatist movement. What Gunray had failed to realize, however, was that Dooku was himself in the employ of Darth Sidious.



DRO4 23 BBY

**Y NOW IS THE TIME, MY FRIENDS:** With the promise of unregulated trade and immense profits, Count Dooku soon managed to bring the main players in galactic capitalism together. Driven by greed, each organization agreed to join forces to create the largest army the galaxy had ever seen.

### JEDI TRAITOR

Count Dooku, the new apprentice to Darth Sidious, had been a busy man since leaving the Jedi Order shortly after the Naboo conflict. He had followed his Master's instructions, and now a clone army was being grown on Kamino. This done, Dooku and Sidious set about creating a separatist movement within the Republic.

While Darth Sidious continued to manipulate the Senate, miring it yet more in the fetid swamps of corruption and stifling bureaucracy, Dooku began working on the Trade Federation, the Commerce Guild and the other three future members of the planned confederacy.

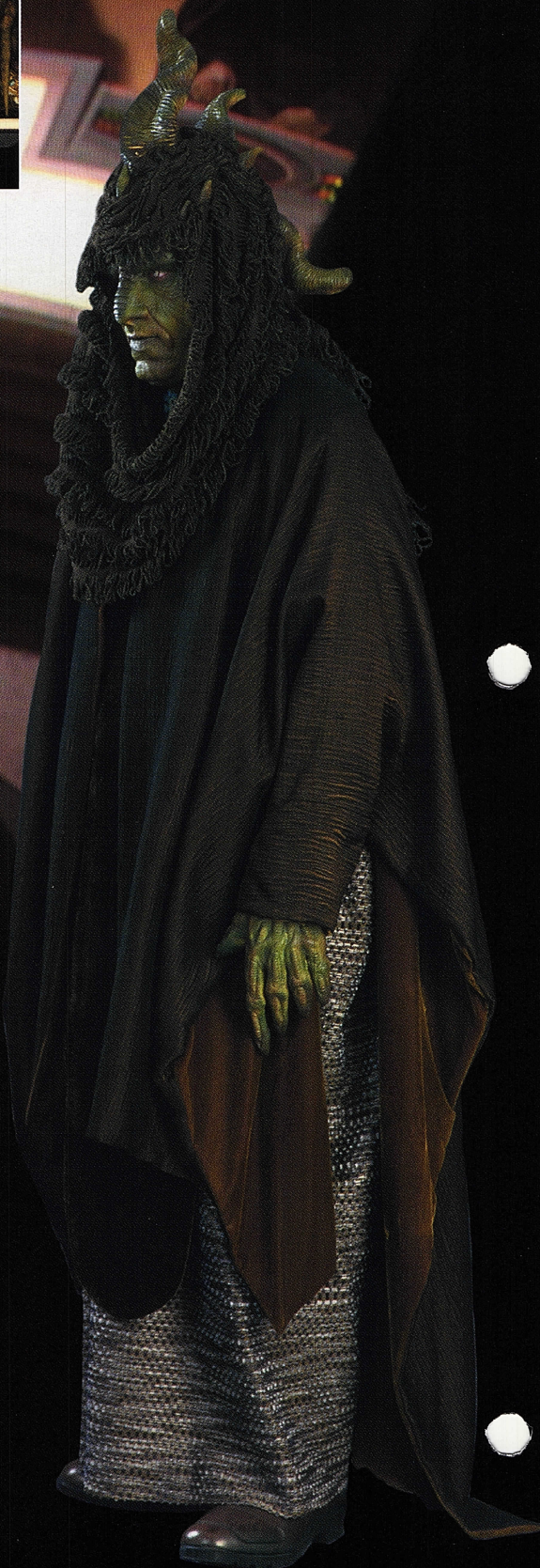
Shu Mai, President of the Commerce Guild, became a willing participant in Dooku's schemes, artfully plotting to exploit the dispute on Ansion and other such potential flashpoints to further the aims of the separatists. The InterGalactic Banking Clan, shown the potential profits to be had from supporting the separatists, acted exactly as predicted – they chose to back both sides in the coming war.

Passel Argente, Magistrate of the Corporate Alliance, was a long-time ally in the Senate, making his co-operation a done deal. The Techno Union was convinced of the benefits of confederacy membership when the Senate began increasingly to limit the output of many of the weapons manufacturers who were signatories to the Union.

The Trade Federation came to the bargaining table eager to be part of the separatist movement, but it came with a condition – the death of Senator Padmé Amidala, the perceived architect of the Trade Federation's humiliation on Naboo. Dooku agreed to the terms and planned the assassination of the young Senator.

The members of the Confederacy who arrived in Geonosis to sign the treaty brought with them droid armies that had come into existence thanks to Darth Sidious. Both sides of the war were now in place. All that remained was the spark to ignite the all-consuming flames of the Clone Wars.

**> I AM AUTHORIZED BY THE CORPORATE ALLIANCE TO SIGN THE TREATY:** Senator Passel Argente was among those who joined Count Dooku in the movement that aimed to break away from, and eventually destroy, the Republic.





'THE ARMOUR'S TOO STRONG FOR BLASTERS'

3 ABY IMP9

# WALKER PILOTS

WHAT ALL-TERRAIN WALKER PILOTS GAVE UP IN SPEED

THEY GAINED IN THE FEELING OF POWER THAT

THEIR MENACING MACHINES GAVE THEM

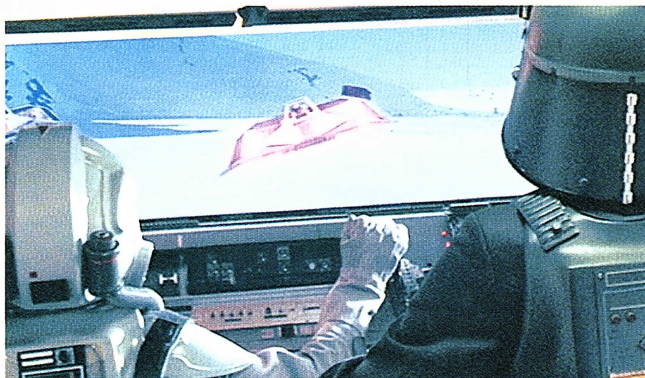
**T**HE title of 'pilot' was not just confined to operators of spacecraft in the Imperial Navy. All-Terrain walkers were also operated by pilots, even though these vehicles were designed exclusively for land use.

## AT-AT PILOTS

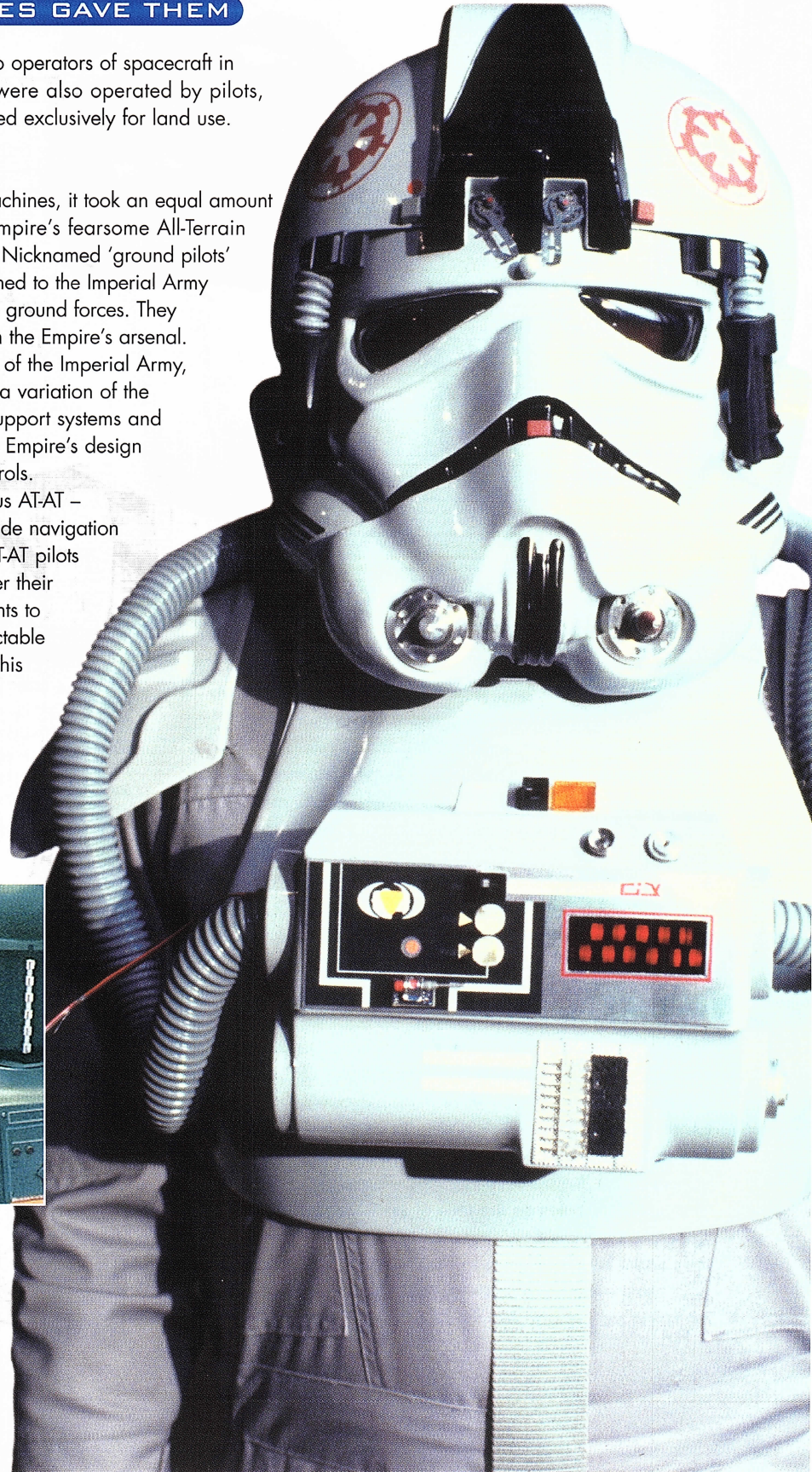
Although they were slow and ponderous war machines, it took an equal amount of skill to control the complex systems of the Empire's fearsome All-Terrain Armoured Transport, as it did to fly a TIE fighter. Nicknamed 'ground pilots' by their Navy comrades, AT-AT pilots were attached to the Imperial Army and made up a strong contingent in the Empire's ground forces. They controlled some of the most terrifying weapons in the Empire's arsenal.

AT-AT pilots wore the traditional grey uniform of the Imperial Army, together with white, armoured breastplates and a variation of the stormtrooper helmet. These suits contained life support systems and thermal insulators because – in keeping with the Empire's design policy – AT-AT cabins came without climate controls.

Typically, it took two pilots to drive a monstrous AT-AT – one to manoeuvre the craft, plus another to provide navigation and to operate the walker's weapons systems. AT-AT pilots required specific and advanced training to master their vehicles, as each step required precise adjustments to balance the mass of the walker with the unpredictable terrain encountered on different worlds. Despite this difficulty, these pilots relished the power at their command, and believed themselves to be invincible, using the giant feet of the AT-AT to crush any infantry soldiers who were brave, stupid or unlucky enough to stand and fight. Luke Skywalker narrowly missed this fate during the Battle of Hoth.



**A > MAXIMUM FIREPOWER:** From their cabins, AT-AT pilots commanded a good view of the combat zone. Pilots wore an insulated thermal suit with helmet and breastplate fitted with life-support equipment. Pilot and gunner worked together closely to make the walker effective in attack.







**< Y RATTLE-READY:** Within their two-legged walkers, AT-ST pilots had to work in fairly cramped conditions and therefore had lighter uniforms than AT-AT pilots. Pilots had to be tough, as conditions in the cabin could get extremely hot or cold, depending on the local environment.



## AT-ST PILOTS

In contrast to the giant, slow-moving AT-ATs, All-Terrain-Scout Transports were faster, more agile machines requiring more dextrous handling than their lumbering counterparts. AT-ST pilots were selected for their intuitive driving skills and superior sense of balance, learning to pilot these machines quickly through difficult environments – the AT-ST was capable of travelling at up to 90 kilometres per hour. They sported grey army uniforms and reinforced helmets, yet wore less armour than AT-AT pilots to maximize freedom of movement in the AT-ST's more confined command cabin. They piloted the fast-moving biped walker alone, but for a single gunner.

AT-ST pilots would sit beside the gunner at one of the command viewports. This afforded them a bird's-eye view of the terrain ahead of them, allowing them to choose their path carefully. However, in heavy combat situations, the viewports' armour shutters would be closed and pilots would have to rely on computer displays to navigate. In battle, pilots would be responsible for keeping the AT-ST stable and for helping the gunner to neutralize targets. They would also operate the fence-cutting blades on the toes of the walker. This involved a dangerous balancing manoeuvre in order to get the blades to the correct height. Pilots also had to be aware of the AT-ST's weak spot – the drive unit – so that they could position the walker in such a way that the unit was not vulnerable to attack.

**Y UNDER ATTACK:** AT-ST pilots found the forests of Endor particularly difficult to navigate. Uneven terrain, heavily obstructed by trees, made it almost impossible to manoeuvre their transports. It is little wonder that a small band of Ewoks and Rebels defeated an AT-ST unit in this setting.





"EVEN THROUGH THIS RESPIRATOR THE OCEAN AIR FEELS DELICIOUS"

27 ABY BOU13



# ZUCKUSS

AS A GAND FINDSMAN, THE BOUNTY HUNTER ZUCKUSS WAS ONE OF THE GALAXY'S MOST NATURALLY GIFTED TRACKERS. IT WAS JUST BAD FORTUNE - AND THE INTERVENTION OF BOBA FETT - THAT PREVENTED HIM FROM CAPTURING HAN SOLO AND CLAIMING A HUGE REWARD

THE insectoid inhabitants of the gaseous planet Gand were divided into separate colonies, each of which was ruled as an absolute monarchy. Their strict society included the use of slaves and penal institutions, and had evolved a reverence for the skills of bounty hunting.

Most venerated of all were findsmen, religious hunters whose rituals allowed them to find their prey by divining mysterious omens. They worshipped the swirling mists of Gand, claiming that the shifting patterns in the gas would lead them to their prey.

Gand society existed with little change for generations until the rise of the Empire. Imperial agents moved in to take over many functions in the Gand slave trade, and their high technology methods made the findsmen and their arcane rituals a thing of the past.

Some retired, while others made their way off-planet in search of new outlets for their talents. They were forced to wear special breathing masks that protected them from harmful oxygen and provided the gases that were essential to their species. Despite such inconveniences, the Gand findsmen prospered, and their uncanny abilities meant that they were in demand as bodyguards, assassins and bounty hunters.



## CHARACTER DATA

<b>SPECIES:</b>	GAND
<b>HEIGHT:</b>	1.5 METRES
<b>HOMEWORLD:</b>	GAND
<b>AFFILIATION:</b>	BOUNTY HUNTER
<b>VEHICLE:</b>	MIST HUNTER
<b>WEAPONS:</b>	BLASTER PISTOL CONCUSSION RIFLE SNARE RIFLE STUN GRENADES VIBROBLADE





◀ **AI SENSE HIS INTENTIONS ARE EXTRAORDINARILY PROFESSIONAL:** As a Gand findsman, Zuckuss was naturally predisposed to the role of bounty hunter. His tracking abilities and intuitive gifts were the perfect counterpart to the analytical powers of the renegade droid 4-LOM.

### NATURAL TALENTS

Zuckuss's skills eventually brought him to the notice of the Tatooine crime lord Jabba the Hutt, who hired him to track down his enemies.

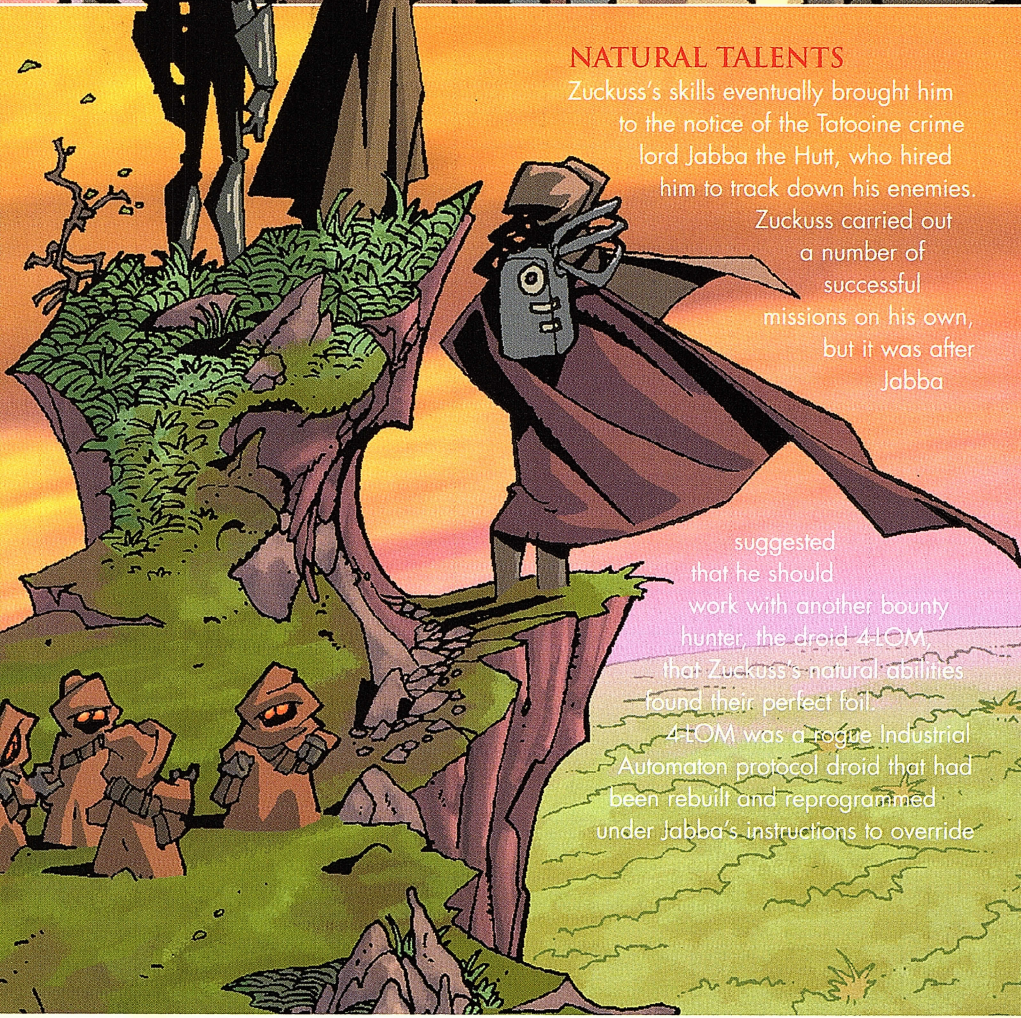
Zuckuss carried out a number of successful missions on his own, but it was after Jabba

his inhibition against violence. As a result, 4-LOM had already become the smartest bounty hunter in the galaxy. When paired with Zuckuss, however, the droid's patient analytical skills worked in perfect harmony with the findsman's intuitive ability to out-guess his opponents. The duo's success rate was higher than when they had worked as individuals, and Jabba made extensive use of them.

Zuckuss and 4-LOM quickly earned a reputation as two of the most competent bounty hunters in the galaxy. However, in the course of one arduous hunt, Zuckuss lost his breathing mask and inhaled deadly oxygen several times. The injuries to his lungs refused to heal properly and it seemed that the bounty hunter might be facing an early death. Zuckuss kept his worsening condition a well-guarded secret, and he and 4-LOM continued their frighteningly efficient joint careers as ruthlessly as ever.

suggested that he should work with another bounty hunter, the droid 4-LOM, that Zuckuss's natural abilities found their perfect foil.

4-LOM was a rogue Industrial Automaton protocol droid that had been rebuilt and reprogrammed under Jabba's instructions to override



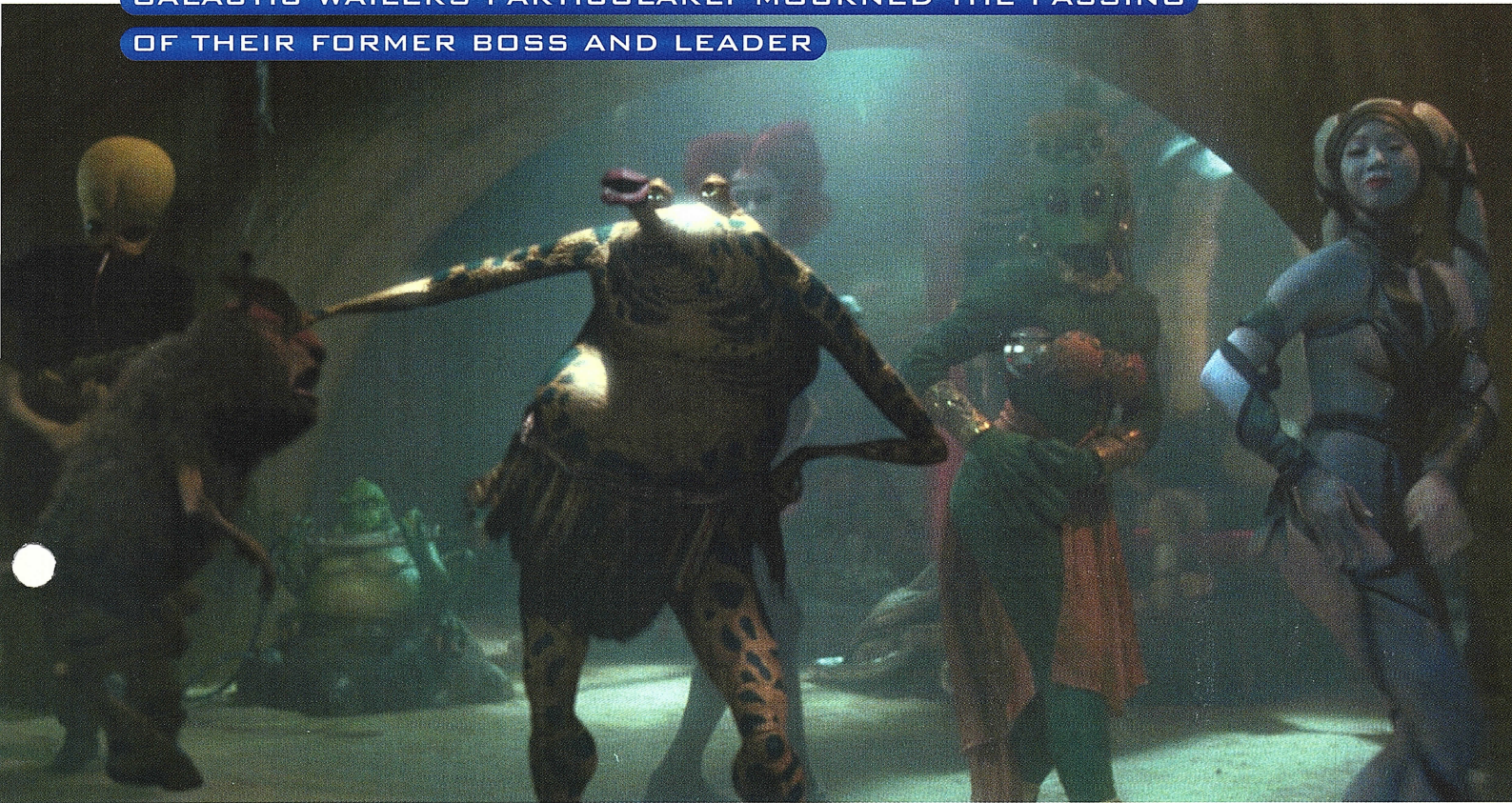


'...LITTLE SCAVENGERS GOT MY VAN AND ALL MY MUSICAL EQUIPMENT... MY LIVELIHOOD'

4 ABY MAX3

# FROM JAWAS TO JABBA

NONE OF THE FORMER MEMBERS OF EVAR ORBUS AND HIS GALACTIC WAILERS PARTICULARLY MOURNED THE PASSING OF THEIR FORMER BOSS AND LEADER



**S**Y Snootles, Max Rebo, Snit and Joh Yowza were now free of their contracts. It was Sy who rallied her shaken and confused colleagues. She led them back to the crashed airbus. Fortunately, the Bith who had been gunning for them were gone. Unfortunately, the local Jawas had descended on the wreck. It was Snootles to the

rescue again, with the canny Pa'lowick buying back the band's instruments and picking up a cargo sled along the way.

## STARTING OVER

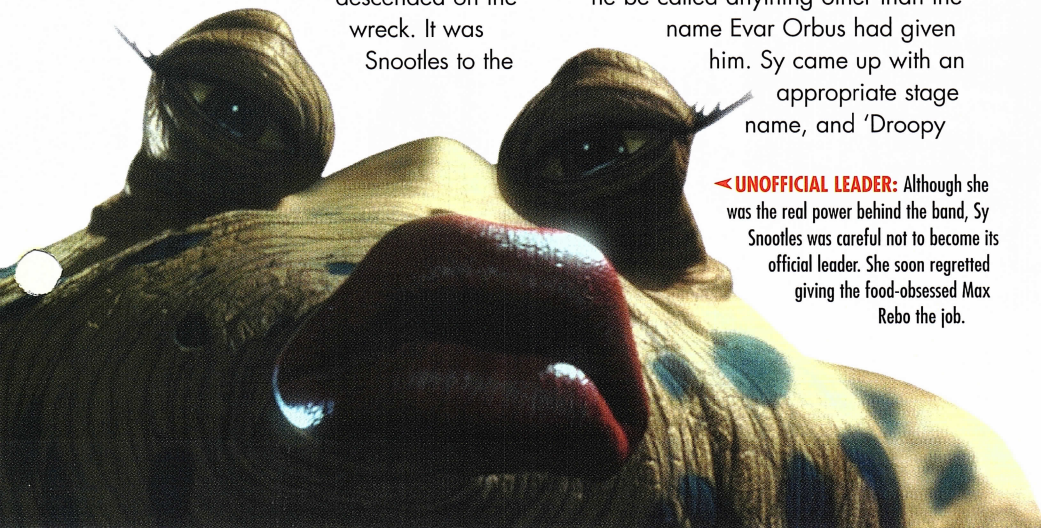
In a local hostelry, the band tried to get their act together. Snit had already proved to be a surprise, insisting that he be called anything other than the name Evar Orbus had given him. Sy came up with an appropriate stage name, and 'Droopy

McCool' was born. Sy herself had decided that Max was to be the band's leader. There was nothing generous about this move – Sy had seen what had happened to Evar and wanted someone between her and the blasters. She just needed to make sure Max knew that she was to handle the money matters when the next contract arrived.

That next gig came along sooner than Sy Snootles could have imagined. While out for dinner later the next day, their new bandleader Max Rebo was approached by an agent for one Jabba the Hutt, a local business-being who lived in a nearby palace. Distracted by food, Max took Sy's suggestion and accepted the audition.

The rest of the band were quite happy, though when they reached the

**< UNOFFICIAL LEADER:** Although she was the real power behind the band, Sy Snootles was careful not to become its official leader. She soon regretted giving the food-obsessed Max Rebo the job.







**ALTH ME:** A female Twi'lek from Ryloth, Lyn Me was a backing singer and dancer who would move seductively to the music of the Max Rebo Band.

palace, Joh Yowza was taken to one side by Jabba's major-domo, Bib Fortuna. It seemed that Jabba was not fond of Yuzzum. The rest of the band launched into a set full of energy and passion. They did so well that Jabba didn't have them thrown to the rancor. As the set progressed, Joh couldn't resist the lure of the music, finally bursting onto the stage and adding his distinctive voice and energy to the performance.

**< GUT INSTINCT:** Max Rebo, like all of his species, made most of his decisions based on his stomach. The offer of an endless food supply from Jabba was too tempting for the ever-hungry Ortolan to resist.

### A JOB FOR LIFE!

Jabba was impressed, and the band was hired. To Sy Snootles' absolute horror, Jabba's agent went to the band's leader with Jabba's contract offer – a lifetime gig with payment in as much food as the band could eat. The ecstatic Ortolan accepted.

Sy Snootles was furious, and the others in the group were not overly impressed. Unfortunately, it was not wise to renege on a

contract with Jabba. Back in Mos Eisley to pick up the rest of their equipment, leaving Joh Yowza at the palace, Sy took a moment to vent her fury at Max. Her enthusiasm got the better of her, and Sy used some unfortunately colourful descriptions in relation to the band's employer. Fearing that the denizens of the bar they were in might be Jabba's hirelings, the band left quickly.

Pursued by what they took to be a bounty hunter, the band were horrified to discover their van had been stolen by Jawas. Using a borrowed speeder, they caught up with the Jawas. When they did, the band found themselves up against a heavily armed Jawa clan. Fortunately, the group was rescued by the mysterious bounty hunter, who proved to be a devoted fan of the band and took a lot to get rid of.

**A NEW NAME:** The band's Kitanak chindinkalu horn player took advantage of the death of Evar Orbus to get rid of the name Orbus had given him – Snit. He selected the new name Droopy McCool, which suited his style of horn playing.



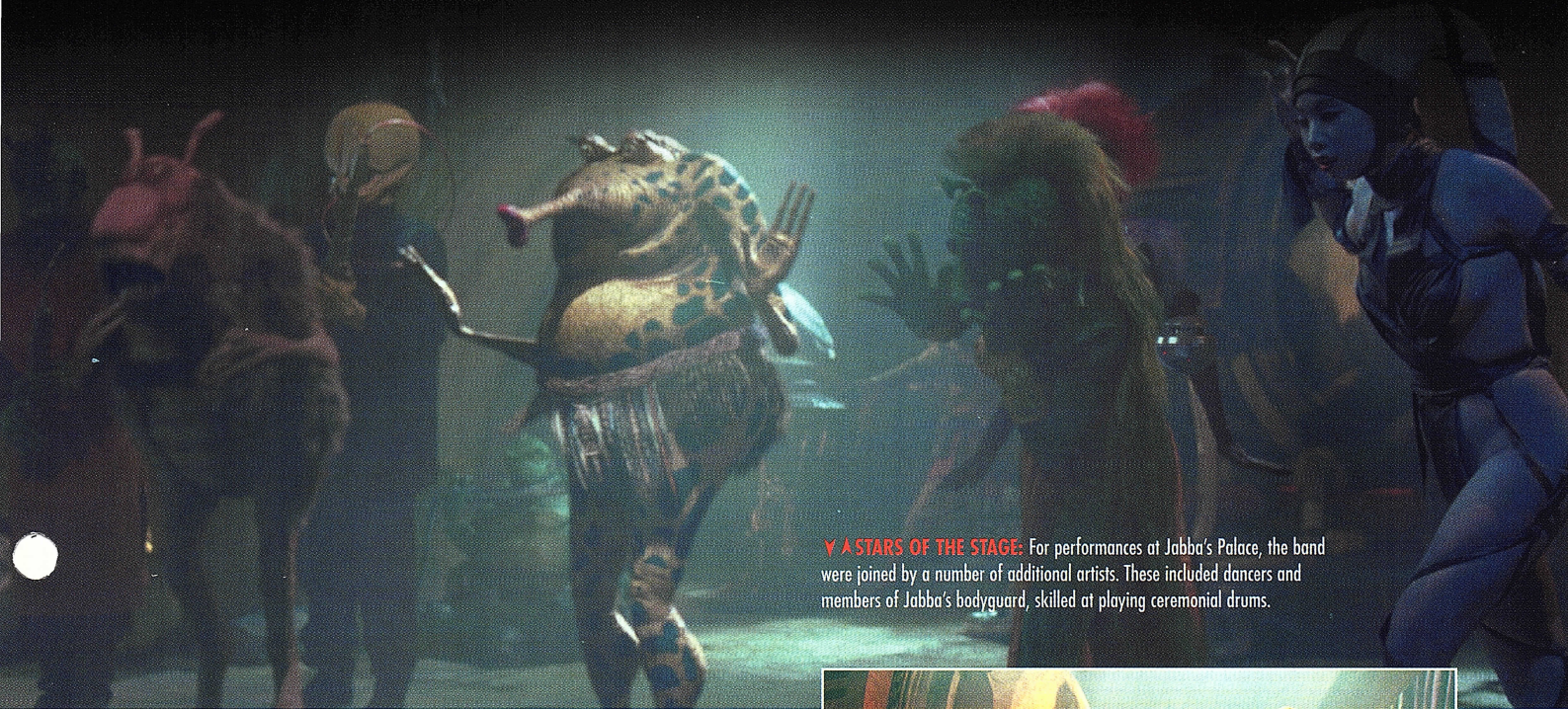


"I WANT YOU TO PUT ON A SHOW HE'LL NEVER FORGET! THE SHOW OF A LIFETIME! IN FACT, I WANT YOU TO BRING THE HOUSE DOWN!"

4 ABY MAX5

# CUTTING LOOSE

A LIFE OF SERVITUDE UNDER JABBA THE HUTT'S SWAY STRETCHED OUT BEFORE THE MEMBERS OF MAX REBO'S BAND. IN THE END, HOWEVER, THEY WERE TO OUTLIVE THEIR SECOND EMPLOYER



**★ A STARS OF THE STAGE:** For performances at Jabba's Palace, the band were joined by a number of additional artists. These included dancers and members of Jabba's bodyguard, skilled at playing ceremonial drums.

**W**ITHIN hours of her employment at Jabba the Hutt's Palace, Sy Snootles found herself approached with about 20 offers of further employment. These had nothing to do with her musical ability. Rather, Sy was asked to spy for various individuals and organizations interested in Jabba's activities. She agreed to all offers, particularly the one that came from Jabba's major-domo.

Bib Fortuna asked that Sy take the jobs and the money, adding his own payment to the small fortune she had so quickly amassed. All Sy needed to do to stay alive and to keep getting paid real money was pass on false information given to her by Fortuna (and approved by Jabba himself). It seemed a sweet deal to Snootles.

It was a fact of life in the court of Jabba the Hutt that the crime boss did not think twice when it came to

sacrificing an employee in the pursuit of business or entertainment. Despite the fact that Max and the band were popular with Jabba and his cronies, on one occasion they were almost killed in service to the Hutt.



## MUSICAL BOMBS

Jabba had a long-standing rival in the shape of smuggler Bingo Mehndra. A huge fan of the Wailers, and of Max in particular, Mehndra was sent Max, Droopy and Sy as a spawning-day gift. The band's worst fears were confirmed when Droopy McCool discovered their equipment was packed with tamper-proof thermite explosives.

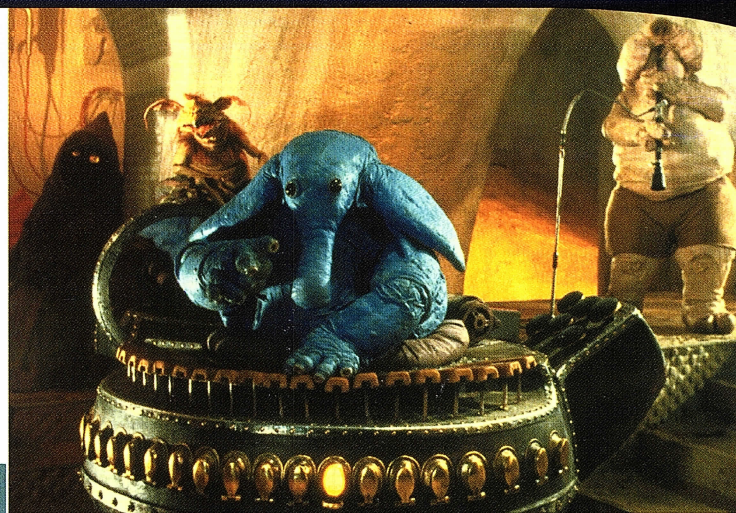
This time it was Max who came up with a plan. The encore from their Orto gig had been recorded when their then boss, Evar Orbus, was off collecting his fee. The band used a holo-recording of that show from back before Joh Yowza had joined the group, and – under the cover of the holo – escaped the destruction of Mehndra and his base and reluctantly made their way back to Tatooine.



After what had just happened, and despite the fact that Jabba thought they were probably dead, the last thing the group wanted to do was to get on the wrong side of Jabba the Hutt.

Life was not all bad at Jabba's Palace, especially for Max Rebo. He was more than content with the never-ending supply of food available to him

**> DREAM JOB:** Despite the dismay of his fellow band members at their new contract, Max Rebo was in heaven at Jabba's Palace. The kitchens were always open, and Rebo could gorge himself on delicacies from around the galaxy whenever he was peckish.



**< VINTAGE PERFORMANCES:** Even though the band was effectively being held hostage by Jabba, the standard of their performances did not suffer. In fact, witnesses claim that their stay with Jabba produced some of the band's best and most memorable performances.



at all hours. His own small room in the palace was just three doors up from the kitchens. If the other members of the group were less than happy, at least they could lose themselves in the music, forgetting for a while the depravity around them.

## NEW PLAYERS

While at the palace, the core members of the group were supplemented by a number of other musicians. Max and his friends were now backed by the growdi of Shawda Ubb musician Rappertunie, the slitherhorns of the Rodian petty criminal Doda Bodonawieedo and Barquin D'an. Ironically, Barquin was the estranged brother of Figrin D'an, leader of the Bith band who had played at Chalmun's Cantina back when Max and friends had first come to Tatooine.



The shows put on by Max, Droopy, Sy and Joh for Jabba were further strengthened with the addition of a two-being percussion section, Ak-Rev and Umpass-stay, and a threesome of lovely backing singers, Rystall, Lyn Me and Greeata – a Rodian dancer who had been a member of the band in the past.

However, it was the four core members who went with Jabba on board his sail barge the day the Hutt ran foul of Jedi Knight Luke Skywalker and his friends. The band witnessed

**A BIG BAND:** One of the few benefits of playing at Jabba's Palace was the number of quality musicians available to play with the band. These added depth and colour to the Max Rebo sound, creating an almost orchestral effect.

Jabba's death and managed to escape before the barge was destroyed.

While they were waiting to be rescued, Droopy announced that he was leaving. He had heard the call of fellow Kitonaks in Tatooine's deserts and simply walked off to join them. Though the other members of the band were rescued by Lyn Me and Greeata, the group went their separate ways.



'THAT'S NOT AN ASTROMECH, ITS A SSI-RUUVI DROID'

27 ABY SSI1



# SSI-RUUVI SECURITY DROID

THE SECURITY DROIDS USED BY THE SSI-RUUK ALIENS ARE UNIQUE IN THE KNOWN GALAXY. INSTEAD OF OTHER FUEL SOURCES, THE DROIDS ARE POWERED BY THE LIFE-ENERGY OF ENSLAVED VICTIMS

**A**N alien species from the remote regions of the galaxy, the Ssi-ruuk are warm-blooded saurians that average slightly taller than humans. A rigid code of honour helped shape Ssi-ruuk society by stressing that they were superior to all other beings, whose chief value consisted of their usefulness to the Ssi-ruuk. This philosophy provided a solution when resources dwindled on the Ssi-ruuk home world Lwhekk, helping them to develop a way to tap the life energy of the P'w'ecks – another saurian species of the planet.

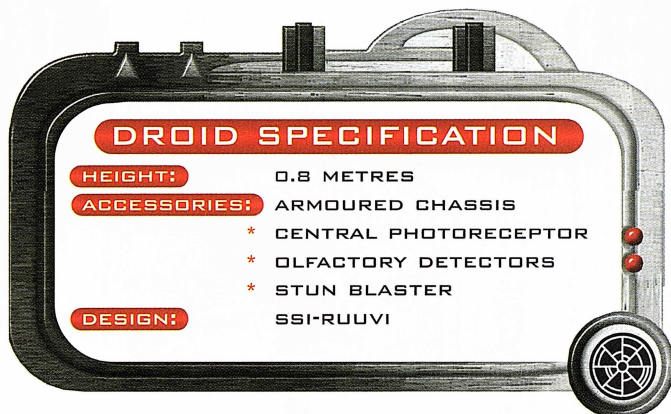
The process of turning their victims into 'energy slaves' was called entechment. Absorbing a sentient creature's energies into battery coils to power circuitry, entechment was usually used for battle droids or shipboard functions. The technology uses the injection of a magnetic solution that is selectively absorbed by the subject's nervous system. An electromagnetic field can then be used to cause life energy to jump the gap between its sentient source and a set of tuned external storage coils. The process is reported to be painful and degrading.

Although most of the victims were the P'w'ecks, the Ssi-ruuk preferred to use humans, of whom they obtained a ready source after they began a process of expansionism. They enjoyed the willing collusion of the Emperor, who hoped to benefit. When the Ssi-ruuk began to raid settlements for energy slaves, the Emperor blamed the attacks on the Rebels.



## DROID DESIGN

Ssi-ruuvi security droids themselves are outwardly conventional, looking not unlike a shortened version of an R-series astromech, and finished in a dull, metallic green. Roughly spherical and standing on three, wheeled legs, they are unexpectedly agile and possess a short-range stun blaster, mounted on a arm offset from the main body. The upper part of the head rotates quickly to bring the weapon to bear, while the entire body tilts to set the firing elevation. The intense beam is capable of felling a stocky P'w'eck, while a human is likely to suffer heart failure and nerve disruption.



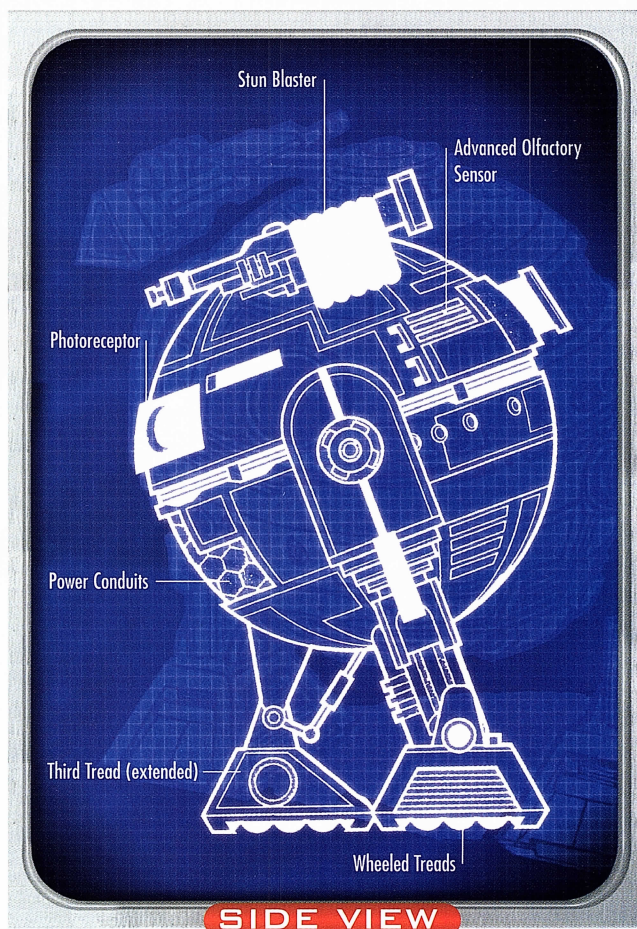


SS12 27 ABY

**SUPER SMELL**

As befits a security droid, sophisticated sensors are fitted to the head. These include a single photoreceptor, which is tuned to a Ssi-ruuk's visual range, including part of the ultraviolet spectrum. As smell is one of the most important senses possessed by the Ssi-ruuk, the droid also carries some of the most advanced olfactory sensors fitted to any automaton.

Each security droid requires the energy from a single P'w'eck psyche, but this is only sufficient for a few weeks of continuous operation. When a droid's power falls too low, it



must be revitalized by installing a fresh sentient essence. A cluster of hexagonal power conduits is provided at the back, near the top of the lower part of the hemispherical body.

**CAPTURED DROIDS**

The droids' armoured chassis does not provide much protection against power surges or ionization blasts. If struck with a stun cannon, the droid will usually short-circuit and can thus be immobilized with relative ease. Several dozen Ssi-ruuvi droids were seized by the New Republic following the capture of the flagship *Shriwrr* at Bakura. They were subjected to detailed scrutiny in the hope that insights into the alien technology might provide some strategic benefit for future conflict with the troublesome Ssi-ruuks.





'I'D PUT MY MONEY ON TALON KARRDE'

27 ABY KAR 1



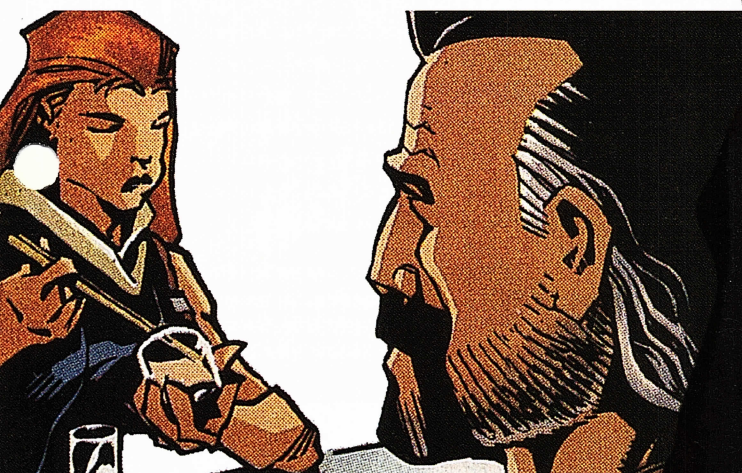
# TALON KARRDE

OPERATING FROM A BASE ON THE PLANET MYRKR, THE SMUGGLER

BOSS TALON KARRDE WAS RENOWNED AS ONE OF THE BEST - AND,

SURPRISINGLY, ONE OF THE MOST HONEST - IN A SHADY BUSINESS

**T**ALON Karrde has been many things, most of them illegal. He has variously been a smuggler, a mercenary and an information broker, and in all these fields he has proved to be one of the slickest operators in the galaxy. Karrde's success in so many ventures was perhaps due to the way he combined two sides to his personality. On the one hand, he was cold and calculating, and would do just about anything to make a credit - although he would never become involved in slavery or kidnapping. What impressed his clients, on the other hand, was that Karrde was, above all, a man of his word.



**A I'D LIKE TO START GROOMING YOU TO BE MY SECOND IN COMMAND:** A renowned smuggler, Talon Karrde became one of the main players in the galaxy underworld following the death of Jabba the Hutt. After his long-time business associate Tapper Quelev was killed, Karrde fell in with Mara Jade, an ex-aide to Emperor Palpatine. The partnership blossomed quickly and Mara Jade soon became Karrde's most trusted lieutenant.

## CHARACTER DATA

<b>SPECIES:</b>	HUMAN
<b>HEIGHT:</b>	1.7 METRES
<b>HOMEWORLD:</b>	UNKNOWN
<b>AFFILIATION:</b>	SMUGGLER
<b>VEHICLE:</b>	WILD KARRDE
<b>WEAPON:</b>	BLASTER PISTOL





Karrde has never particularly boasted of his exploits or flaunted his trade. Slender and thin-faced, he is something of a dandy, sporting a long moustache and goatee beard that match his dark hair and offset his pale blue eyes. He also possesses a legendary sense of humour and a puckish, punning wit – he named his flagship *Wild Karrde*, his space yacht *Uwana Buyer*, and his two attack ships the *Etherway* and the *Starry Ice*.

For many years Karrde's base was on Myrkr, where he maintained a substantial operations centre, including ten landing pads and numerous buildings. The planet is home to the ysalamiri – creatures with the natural ability to deflect or dampen the power of the Force – and Karrde kept two of the creatures as pets. He also traded in them with anyone who wanted to exploit their powers.

### SHIFTING ALLIANCES

As a smuggler, Karrde was renowned as the person who could get anything, or anyone, in or out of any system without the knowledge of the Empire or Corporate Sector Authority. He long tried to remain neutral in the Galactic Civil War, and in the battles between remnants of the Empire and the Alliance, taking jobs from both sides. However, believing it to be a sensible business decision, he later inclined toward the New

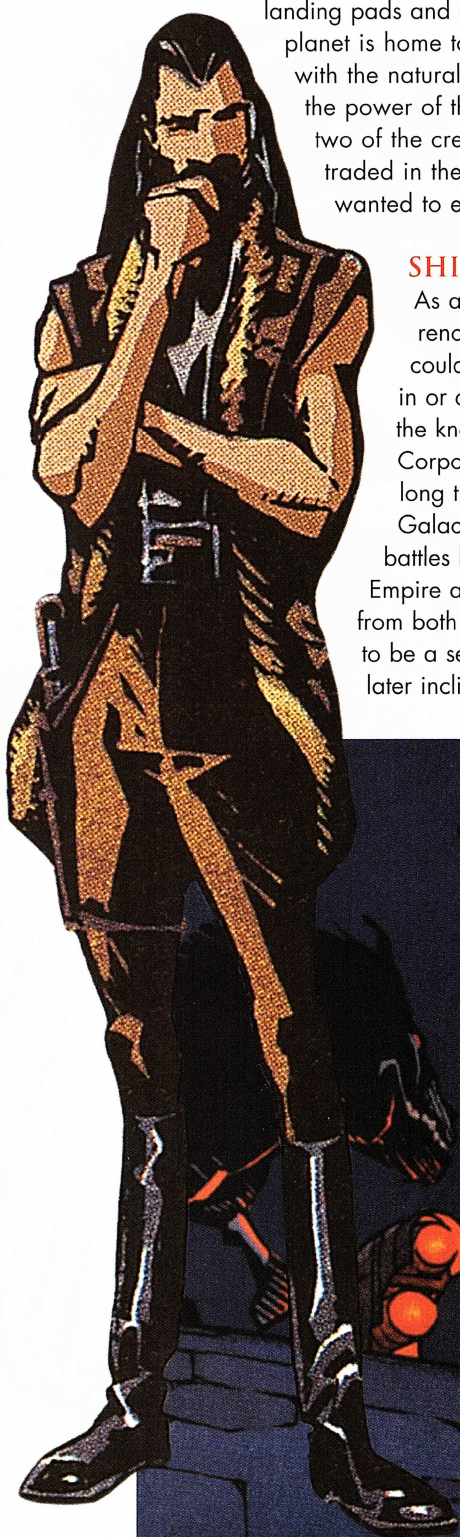


**AH, SKYWALKER. COME AND JOIN ME:** From his base on Myrkr, Karrde directed his many operations and activities with an assuredness that meant he was unlikely to face a challenge to his leadership. It was to this base that Karrde took Luke Skywalker after finding the Jedi and R2-D2 stranded in space.

Republic. He provided Rogue Squadron with most of its weapons and munitions for the war against Ysanne Isard and the bacta cartel.

For some time, his most trusted ally was the smuggler Tapper Quelev, whom Karrde rescued after the Battle of Endor. Quelev and his men joined Karrde and stayed with him for four years, until Quelev was killed on an infiltration mission. It was at this point that Karrde fell in with Mara Jade, who had been a top aide to the late Emperor Palpatine. She helped Karrde to escape from the Krish who had killed Quelev, and became his lieutenant.

**MY LIFE HERE IS AT AN END:** Ever the pragmatist, Karrde attempted for some time to negotiate a line of neutrality between the burgeoning New Republic and the resurgent Imperial forces. When Grand Admiral Thrawn arrived on Myrkr to pick up the Force-deflecting ysalamiri, however, events conspired to draw Karrde away from Myrkr and closer to the New Republic.



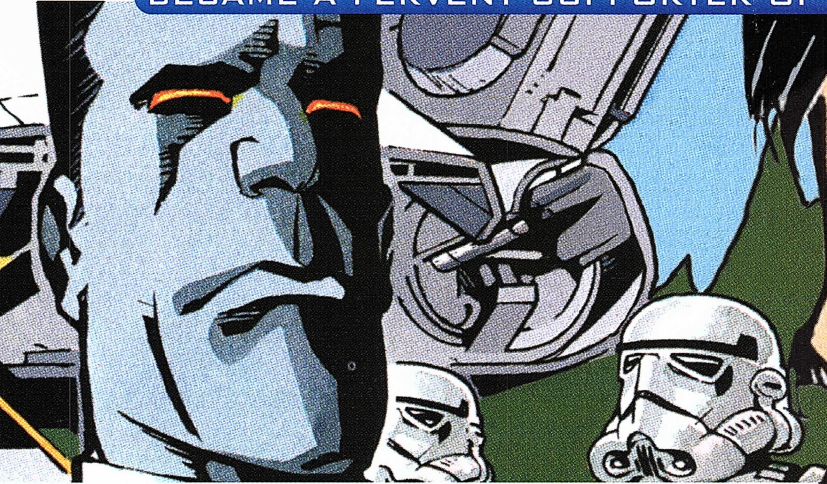


'WE'RE GONNA HAVE TO PULL OUT IN A HURRY'

27 ABY KAR3

# A CHANGE OF DIRECTION

FORCED TO LEAVE HIS BASE ON MYRKR AFTER INCURRING THE WRATH OF GRAND ADMIRAL THRAWN, TALON KARRDE BECAME A FERVENT SUPPORTER OF THE NEW REPUBLIC



**A MEETING ON MYRKR:** Talon Karrde found himself involved with the deadly Imperial leader, Grand Admiral Thrawn, when the Chiss ventured to the planet Myrkr.

**K**ARRDE'S neutrality changed after he chanced to pick up a stranded Luke Skywalker. Once on Myrkr, Skywalker's Force powers were rendered useless by the ysalamiri, and Karrde offered to sell him to Imperial Grand Admiral Thrawn – who was himself on his way to Myrkr to buy some ysalamiri. However, Luke managed to escape, and was reunited with Han Solo and Lando Calrissian on board the *Millennium Falcon*.

Karrde and his crew were forced to flee their base to escape Thrawn's wrath, and Karrde ended up with a bounty of 20,000 credits on his head. Through a series of complications that involved the finding of the long-lost fleet of Katana Dreadnaughts, Karrde and Mara Jade swung their support behind the New Republic. Karrde was instrumental in getting other smugglers to join him in supporting the New Republic and was influential in the victory at Bilbringi. Karrde and Jade also helped form a guild that became the Smuggler's Alliance, and he then temporarily retired from business.

## A RETURN TO THE FRAY

He was persuaded to return 16 years after the Battle of Endor, when a brewing civil war threatened to destroy the New Republic. It was believed that the Caamas Document held evidence that could end the conflict, and Karrde agreed to use his past associate Jorj Car'das to locate a copy. With the Mistrl Shadow Guard Shada D'akul at his side, he travelled deep into the Kathol sector. He returned without the evidence he sought, but he did acquire data that helped Admiral Pellaeon secure his position as commander of the Imperial Remnant.

This was instrumental in Pellaeon opening peace negotiations between

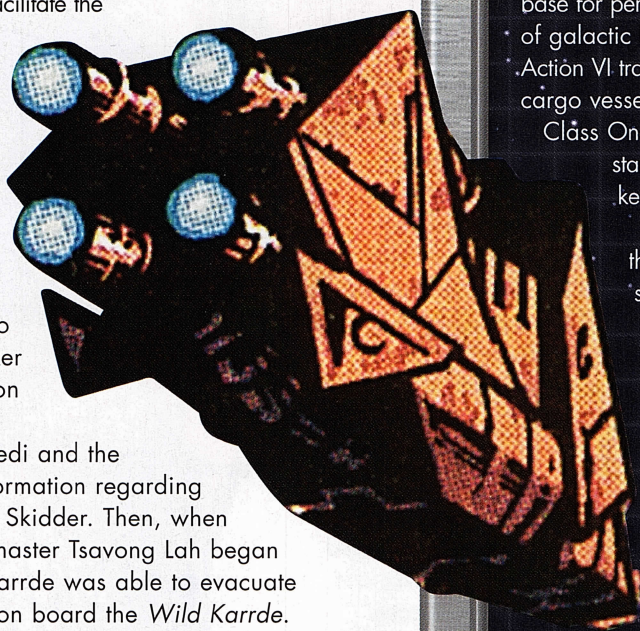




**A GOOD EVENING. I'M TALON KARRDE:** Karrde's meeting with Luke Skywalker turned the tide of Karrde's career. Initially mindful to sell the Jedi to Grand Admiral Thrawn, Karrde was thwarted when Skywalker escaped. Karrde was then forced to flee his base when Thrawn placed a bounty of 20,000 credits on his head. This break with the Empire led Karrde into the arms of the New Republic.

the New Republic and the Empire. Talon Karrde then proposed setting up an agency to facilitate the exchange of intelligence data between the two realms. Karrde accepted a post as its head and Shada agreed to stay with him, for their fondness for each other was growing.

In recent times, Karrde has also come to the aid of Luke Skywalker and his Jedi Academy on Yavin 4. He brokered a dialogue between the Jedi and the Hutts that produced information regarding the missing Jedi, Wurth Skidder. Then, when the Yuuzhan Vong warmaster Tsavong Lah began his purge of the Jedi, Karrde was able to evacuate the academy members on board the *Wild Karrde*. He stayed in the system to look for the remaining Jedi children, whom he was able to locate after some weeks. Karrde suffered terrible losses while battling the Yuuzhan Vong fleet, although Shada was able to survive the destruction of her ship.



## KARRDE'S SHIP

**T**ALON Karrde's personal vessel, the *Wild Karrde*, looks like a beaten-up bulk freighter, but her scarred hull holds a mobile base for perhaps the slickest operator on the fringes of galactic business. She is based on a Corellian Action VI transport, a lumbering, ungainly 125-metre cargo vessel. However, the *Wild Karrde* has a Class One hyperdrive, making her as fast as most starfighters, and, at sublight speed, she can keep pace with most Imperial warships.

*Wild Karrde* appears unarmed, thanks to a sophisticated masking system that hides her from casual distant scans and makes her appear to be a harmless cargo ship at close range. However, she carries three turbolasers rated for combat against capital starships, plus extra shielding and reinforced hull plating. The rear holds have been fitted with a complete life-support system for passengers or animals. The forward hold contains permanent living quarters and offices with a sophisticated communications array that lets Karrde keep in constant touch with all his operatives.





'GET THE GUN! POINT IT AT THE DECK!'

4 ABY JAB 1

# JABBA'S SAIL BARGE

JABBA THE HUTT USED HIS SAIL BARGE, THE *KHETANNA*, AS BOTH A REGULAR CONVEYANCE AND A MOBILE COURT IN WHICH TO HOLD ELABORATE PLEASURE CRUISES AND PARTIES



WHEREVER it was seen, the *Khetanna* brought the ominous shadow of its master's presence. Floating on its repulsorlifts, the giant pleasure craft was regularly used to carry the crime lord between his palace in the Tatooine wastes and his Mos Eisley town house. Jabba would also take his sail barge on journeys far out into the Dune Sea to conduct dark negotiations with smugglers and other criminal figures, or to visit the high-stakes races that contributed to his gambling empire.

It was widely rumoured that the sail barge was also used for more nefarious purposes, including conveying the Hutt to scenes of execution such as the the Great Pit of Carkoon, home to the Sarlacc, and to the violent and deadly gladiatorial combats staged for Jabba's entertainment in remote desert valleys. Jabba's guards frequently used the *Khetanna* as a mobile gun platform for raids against the Hutt's many enemies, and to keep Sand People at bay.

Apart from its practical uses, Jabba often took the sail barge to host long, decadent parties during cruises over Tatooine's oceans of sand. The *Khetanna* displayed a strange combination of opulence and crude minimalism that suited the tastes of its owner. To impress his guests, Jabba had had the vehicle outfitted with expensive

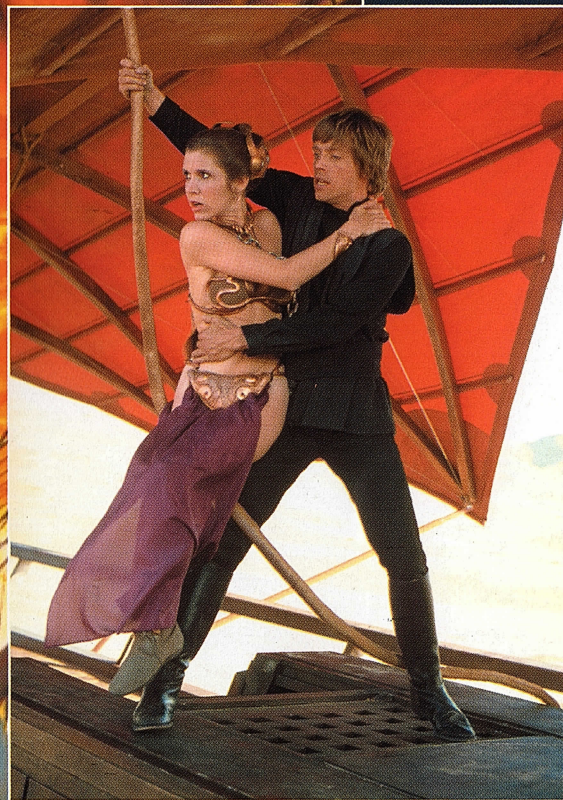
tapestries and sculptures. However, while most other such expensive leisure craft were fitted out with all the trappings of wealth and luxuries of every kind throughout, the *Khetanna* was mostly bare metal. The craft's main luxury was an elaborate kitchen. Since Jabba's appetites for the pleasures of the flesh included an average of nine meals a day, his cooks were constantly busy, and the barge held tanks for the live food that the crime lord favoured.

## DOOMED VESSEL

Jabba and many of his retinue met their end on board the sail barge, during Jabba's attempt to execute Luke Skywalker and Han Solo at the Great Pit of Carkoon. The *Khetanna* was destroyed when Princess Leia escaped from her captors and fired the barge's mounted laser cannon directly into the deck, causing a chain reaction that destroyed the craft and all on board, including the sail barge's owner.

Jawas later discovered the wreckage. They removed the surviving weapons and anything else of value that could be stripped from the hulk, before the barge was buried in Tatooine's ever-shifting sands.

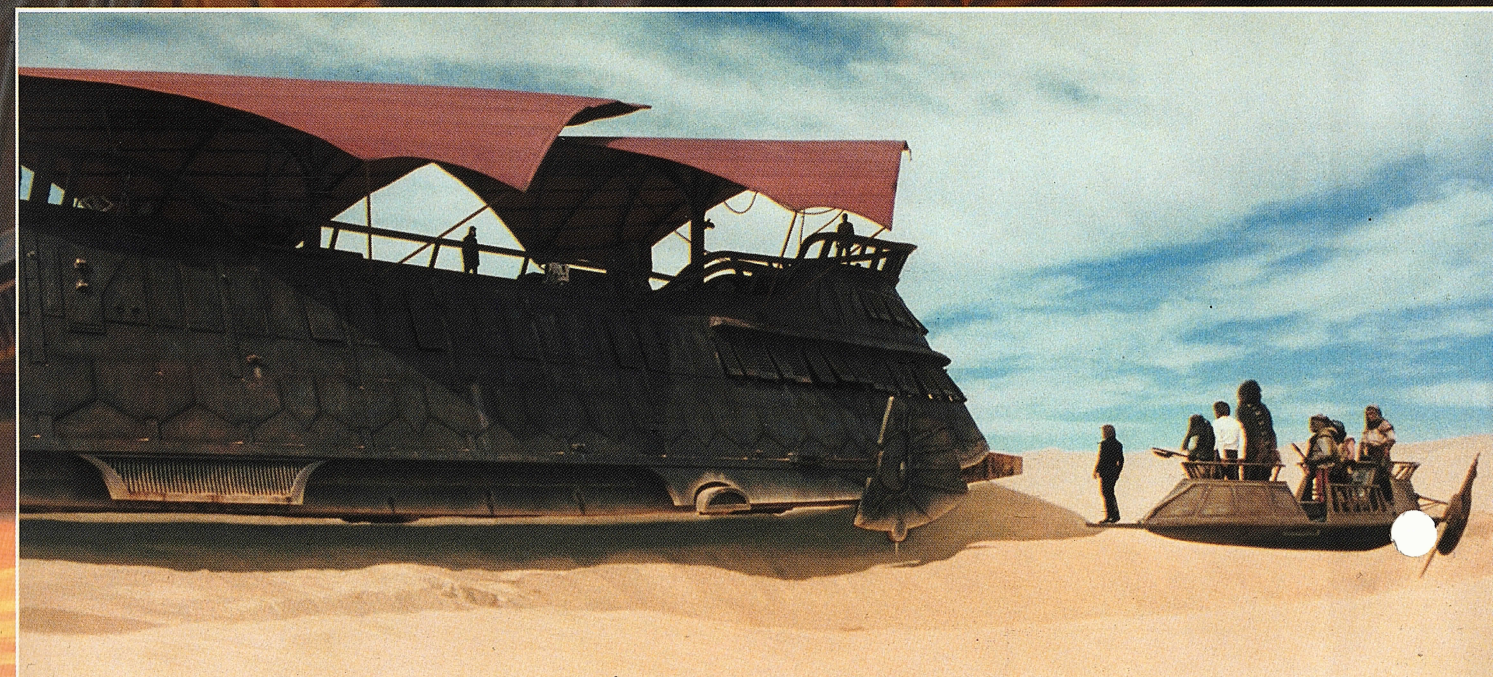
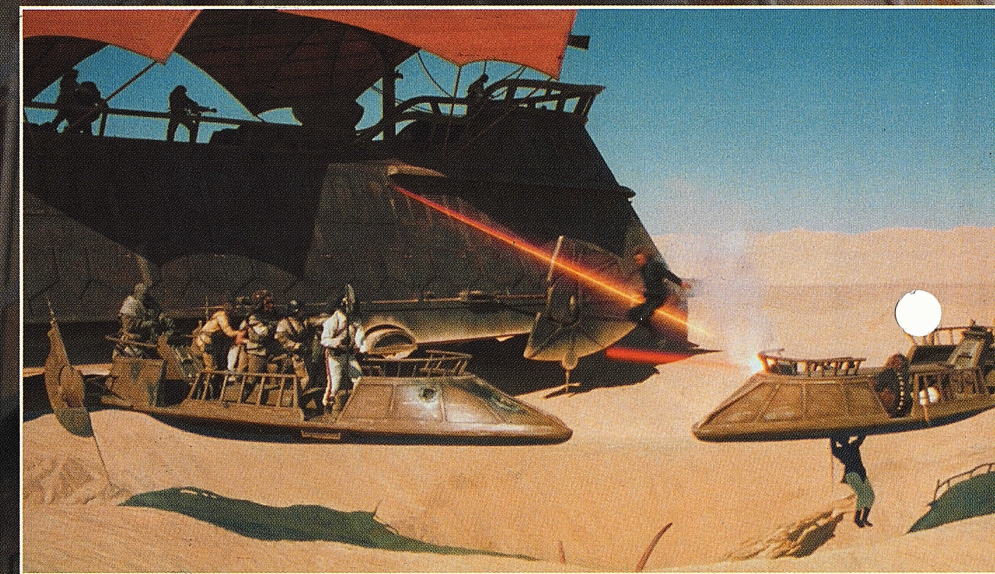
**Y > DEATH AND DESTRUCTION:** Jabba's sail barge was finally destroyed, along with the Hutt himself, when Princess Leia fired the ship's laser cannon straight into the deck, causing a chain reaction which obliterated the vessel and all those on board.



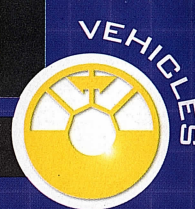
**Y THE PLEASURE PRINCIPLE:** Jabba's sail barge was often used to convey the Hutt to sites of execution, such as the Great Pit of Carkoon. Windows allowed the crime lord to watch from the safety of his barge as his minions sent those who offended him to their deaths.



**Y FIREPOWER:** The *Khetanna* was primarily a recreational vehicle and was not built for battle. The nature of the Hutt's business, however, meant that the threat of a surprise attack could not be overlooked. For this reason, Jabba had a powerful deck gun and a double laser cannon, along with other armaments, added to the vessel.







THE GREAT JABBA THE HUTT WILL NOW LISTEN TO YOUR PLEAS

# THE KHETANNA

JABBA'S PERSONAL PLEASURE CRAFT WAS BASED ON A STANDARD UBRIKKIAN SAIL BARGE - A LEISURE VEHICLE THAT MIXED THE HIGH TECHNOLOGY OF A REPULSORLIFT ENGINE WITH A TRADITIONAL FORM OF WIND-POWERED PROPULSION

SAIL barges are luxury leisure vessels found throughout the galaxy. Although manufacturers provide a variety of makes and models, many wealthy customers expect to purchase only the basic chassis, enabling them to customize their craft through a series of unique modifications.

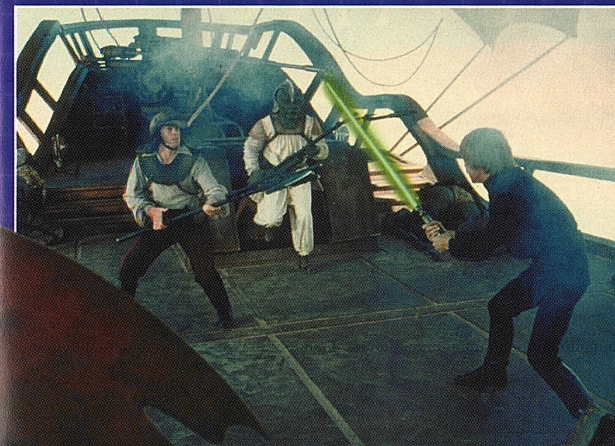
The vessels are usually fitted with three-chambered repulsorlift engines, enabling them to speed over virtually any reasonably flat terrain, including water, sand, grass, snow and ice, at up to 100 kilometres per hour, floating as high as ten metres above the ground. However, the features that give such craft their name are the immense, retractable sails used for propelling the vehicle on more leisurely trips.

## JABBA'S JUNK

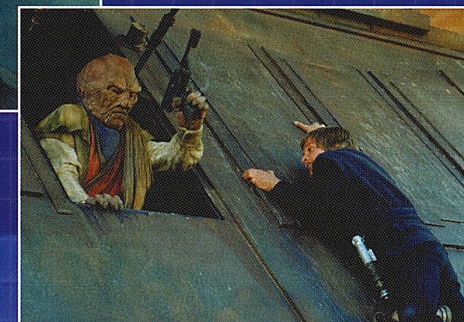
The Hutt's sail barge was built over three decks and, before it came into Jabba's hands, was intended purely as a pleasure vehicle. As such, it incorporated very little armour and was never meant to be armed. However, Jabba's activities brought him under attack more than once, and his palace workshops carried out numerous armament modifications to the *Khetanna*. The handrails were drilled to provide fittings for portable antipersonnel blasters, and a powerful deck gun was installed to disable attacking vehicles or destroy the dwellings of those who opposed Jabba. The double laser cannon had a similar output to the Atgar P-tower and was equipped with a liquid coolant system.

While his weaponry proved effective for dealing with raiding swoop gangs, moisture farmers, Tusken Raiders, Jawas and other Tatooine natives, it was of little use against Imperial stormtroopers or serious military threats. For this reason, Jabba installed an advanced sensor suite on the main deck, allowing the crime lord to avoid any Imperial complications while transporting illegal goods.

**POOP DECK:** The *Khetanna* included many features that harked back to ancient sea-going vessels known to have existed in the early years of the galaxy. These features included a small poop deck on the main platform. This was a raised area at the stern of the ship that traditionally housed the ship's wheel and the navigational instruments.



**WIND POWER:** Although the *Khetanna* had its own repulsorlift engines that could propel the craft at high speed across the desert, Jabba frequently used the wind sails above the upper deck. With skilful handling, these could move the barge at considerable speeds. In sail mode, the repulsorlift engines served only to keep the barge floating above the terrain - the sails were responsible for all forward movement. When not in use, the sails could be furled for better aerodynamics.

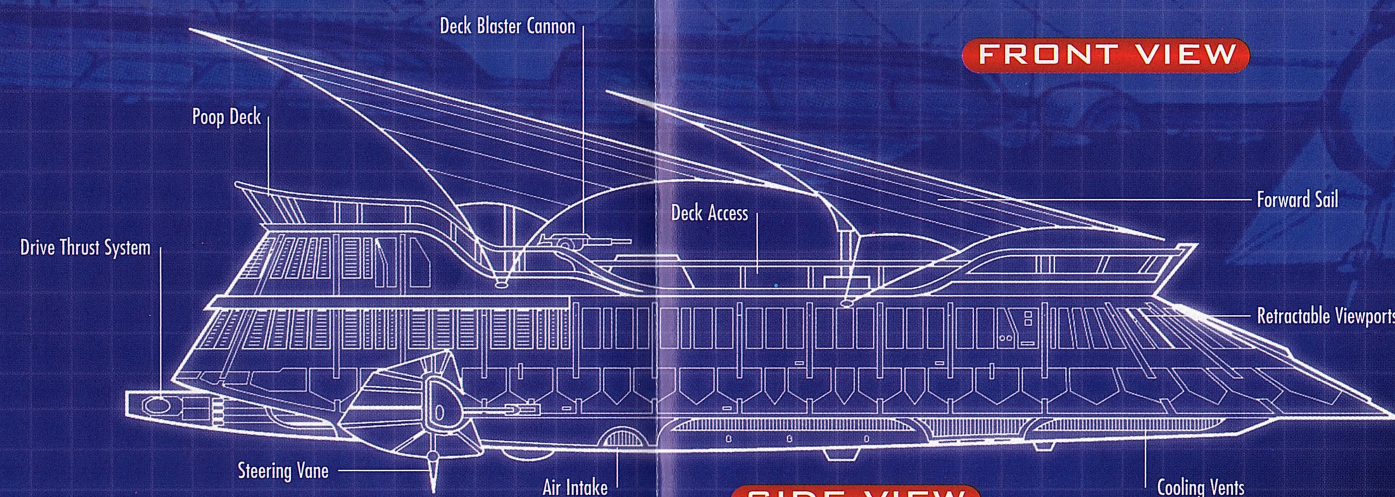


**DECK CANNON:** The *Khetanna* had a large laser cannon mounted on the upper deck, sufficiently powerful for pounding enemies into submission.

**GUN PORTS:** The barge had a series of windows at which additional cannons could be placed for heavy combat situations.



**DECK BLASTER:** Blaster rifles fixed on the railing of the upper deck were quicker and more accurate than the barge's main cannon.



## VEHICLE SPECIFICATION

DESIGN:	UBRIKKIAN
LENGTH:	30 METRES
SPEED:	100 KPH
OWNER:	JABBA THE HUTT
AFFILIATION:	NONE
WEAPONS:	HEAVY BLASTERS





WEEBO, THE WAR PARTY LEADER, HAS DECIDED TO TAKE US BACK TO THEIR VILLAGE!

# A SAFE HAVEN

LIKE ALL EWOK VILLAGES, BRIGHT TREE WAS CONSTRUCTED WITH SAFETY AS A PRIMARY CONCERN

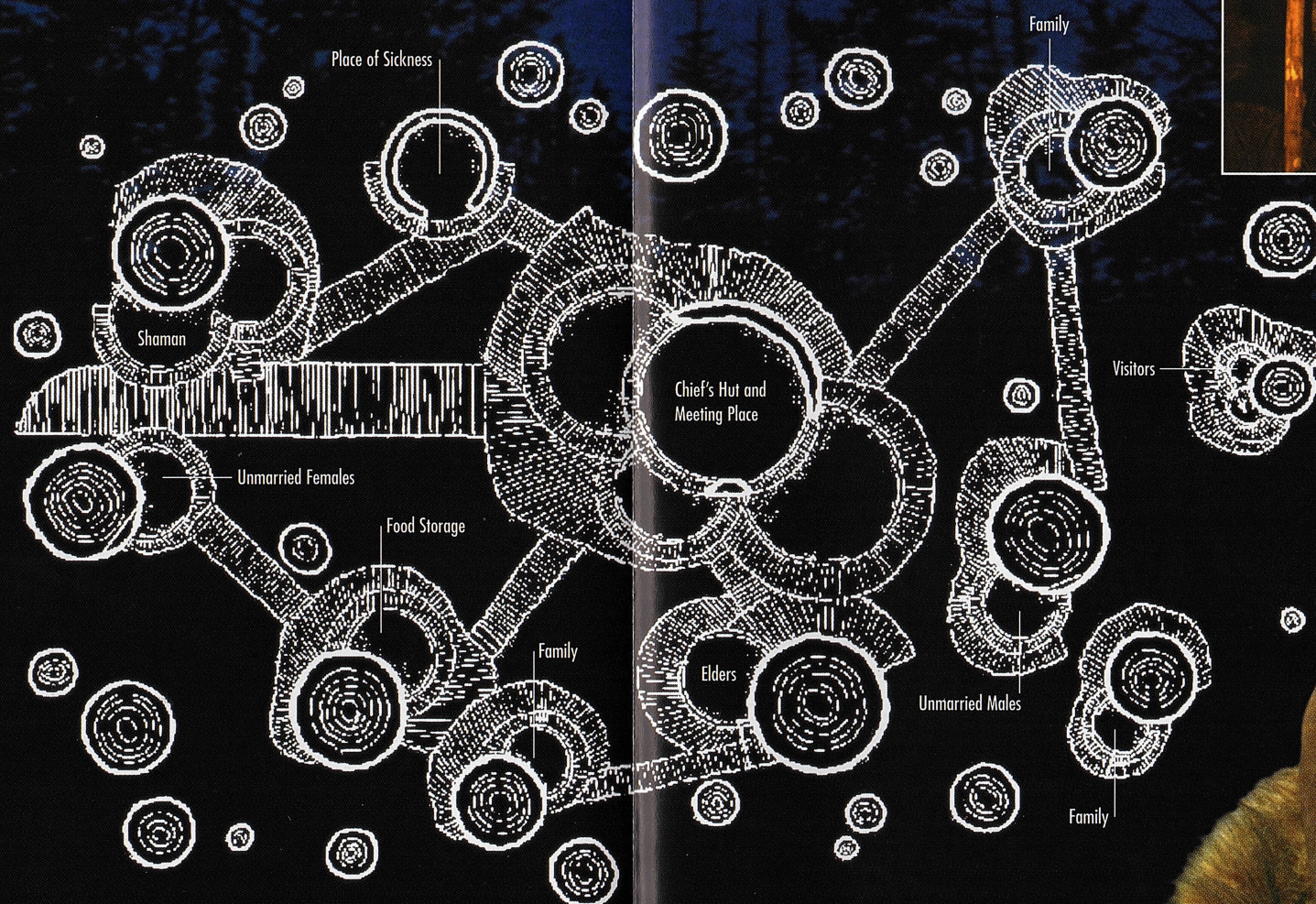
**D**ESPITE its seemingly random arrangement, Bright Tree Village followed a typical pattern. High enough above the forest floor to be out of reach to most predators, the central thatched-roof huts were built into the principal limbs of the life-trees, so that the layout of the village depended on the way that the trees had seeded themselves countless years before. Each hut provided a warm, sheltered environment for a single family, and was passed down to succeeding generations.

## PROTECTION FROM PREDATORS

The fact that the buildings were scattered and separated by the distance between adjacent trees provided protection against any predator that gained access to one of the huts. It also prevented fire from spreading – a constant risk in structures built from wood and flammable materials. However, the main buildings in the village were interconnected by suspended bridges, wooden ladders and sturdy ropes constructed from twisted bark fibres. Larger platforms provided communal meeting areas, with the biggest open spaces of all being given over to the council fires, village gatherings and celebrations, meetings and story-telling ceremonies that form such an important part of the Ewoks' oral tradition.

Only the central trees were linked by permanent platforms and walkways. Most of the links between the outer dwellings were much less well-established, and some were accessible only via rope swings or by climbing across the interlocking branches of the life-trees. While many Ewoks made jumping from tree to tree a popular pastime, others would practise using the crude hang-gliders that they constructed from thin sticks covered with tightly stretched skins.

Around the fringes of the village were separate communal huts, reserved for groups of unmarried females, elders and visitors from other Ewok groups. At a short distance from the main village were individual, small huts constructed by unmarried Ewok males, who underwent a period of solitary life in the forest, fending for themselves, although they would assist in the daily work of the village.



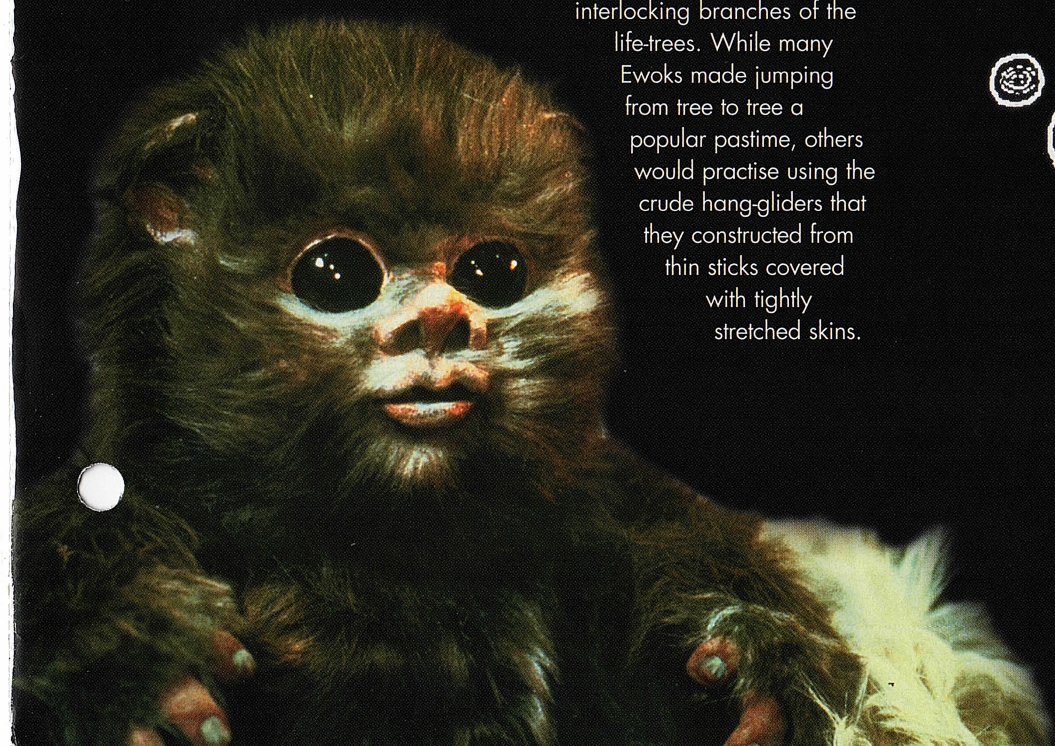
## EWOK VILLAGE MAIN LEVEL

**< JUMPING:** As members of a generally playful species, young Ewoks were always keen to show off their prowess at tree-jumping – in the few clearings that were open enough.

**> SAFETY FIRST:** Due to their diminutive size and non-aggressive natures, Ewoks could be vulnerable to attack. However, the design and location of their villages usually offered ample protection from even the most determined of Endor's predators.



**TRIBAL LEADERS:** By the time the Empire came to Endor, Bright Tree Village was home to more than 200 Ewoks. It was ruled by the elderly Chief Chirpa and his council, and by the shaman Logray. The troublesome shaman was exiled not long after the Battle of Endor and replaced by his student, Paploo.





"WELL, LOOKS LIKE I'M STUCK HERE. TROUBLE IS, I DON'T KNOW WHERE HERE IS. MAYBE YOU CAN HELP ME"

# BRIGHT TREE VILLAGE

THE EWOKS OF THE FOREST MOON OF ENDOR HAVE EVOLVED A COMPLEX SOCIETY BASED AROUND TRIBAL VILLAGE COMMUNITIES. ONE OF THESE, BRIGHT TREE, FORMED A HAVEN FOR A SMALL REBEL GROUP DURING THE BATTLE OF ENDOR

LIKE all Ewok communities, Bright Tree Village evolved and grew over the generations as its inhabitants built out from a central group of dwellings. Constructed entirely from impermanent natural materials, such as wood, bark fibre and ferns, all the thatched-roof huts were constantly maintained, reconstructed and modified, so that in some cases they had existed for centuries. The largest and most ancient buildings were those in the centre of the village, which were reserved for the tribal chief and his immediate kin. Other families lived in clusters of huts on the outskirts of the village, while the tribe's food and water were stored in sealed structures located high above the main village.

The oral folklore of the village, passed down from generation to generation by the village shaman, speaks of a time when a wandering tribe of Ewoks searching for a place to establish a new home was guided by the spirits of the forest to a huge tree that towered above its neighbours. The branches and leaves caught the sunlight throughout the day, and the village that grew in those branches took the spirit name of their sheltering host - Bright Tree.

## HAPPY GROVE

The area proved rich in everything a growing Ewok tribe could ever need. Medicinal herbs and sacred sunberry trees grew in abundance in a small area near to Bright Tree that quickly became known as Happy Grove.

The towering conifers, called life-trees, that supported the village each grow for many centuries, pushing up to 1,000 metres tall in the low gravity of the Forest Moon. Their thick bark provides protection for the trees against all but a few persistent insects, and the Ewoks tapped a fluid from the trees for their own medicinal purposes. The trees also provided a source of wood and bark fibre from which the Ewoks constructed most of the items needed for their everyday existence, including furniture, utensils and weaponry.

## A > PARTY PEOPLE

Ewok culture is centred around the village community and involves many traditional and ritual celebrations in which all members of the tribe take their part.



> EWOK WARRIORS: The warriors of the tribe were led by the experienced Teebo, although the title of lead warrior went to Wicket Warwick after the Battle of Endor. Wicket later married his childhood sweetheart Kneesaa, Chirpa's daughter, and ruled Bright Tree Village with her after the old Ewok's death.